N1

FOR ADVANCED D&D® GAME

Dungeon Module N1

Against the Cult of the Reptile God

by Douglas Niles

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Terror by night! The village of Orlane is dying. Once a small and thriving community, Orlane has become a maze of locked doors and frightened faces. Stangers are shunned, trade has withered. Rumors flourish, growing wilder with each retelling. Terrified peasants flee their homes, abandoning their farms with no explanation. Others simply disappear . . .

No one seems to know the cause of the decay - why are there no clues? Who skulks through the twisted shadows of the night? Who or what is behind the doom that has overtaken the village? It will take a brave and skillful band of adventurers to solve the dark riddle of Orlane!

This module is designed for 4-7 characters of first through third levels. It includes a map of the village and a description of its buildings and occupants, an overland journey to a challenging underground adventure for especially brave (or foolhardy . . .) characters, and a list of pre-rolled first level characters.

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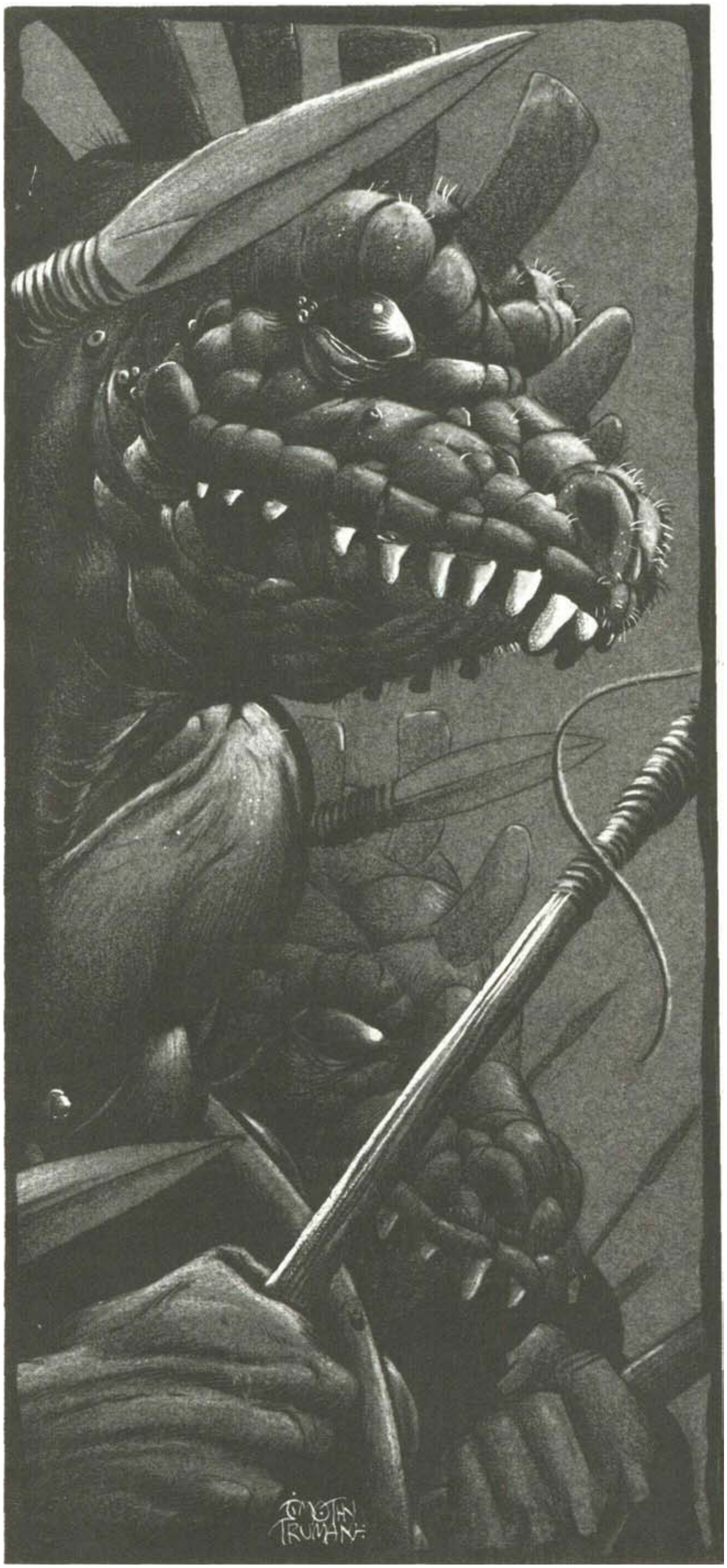
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Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR Hobbies (UK), Ltd.

TSR Hobbies, Inc. POB 756 Lake Geneva, WI 53147

TSR Hobbies (UK) Ltd. The Mill, Rathmore Road Cambridge CB1 4AD United Kingdom

ISBN 0-88038-000-4
394-52864-6TSROS50

9063
PRINTED IN U.S.A.

If you plan to participate in this module as a player, please **stop reading here.** Knowing the details of this module will make it less fun to play for all concerned.

This module, **N1,** is the first in a line of modules written for *novice* level players and Dungeon Masters.

INTRODUCTION

This module is designed for play by 4-7 characters of 1st through 3rd levels. It includes a map of the town and a description of its buildings and occupants, a challenging underground adventure for the especially brave (or foolhardy...) characters, two additional scenarios using the town as a base, and a complete list of pre-generated 1st level characters. It is recommended that the party have at least one elf.

The Dungeon Master (DM), should read the module carefully before running it for the players. Study the maps while reading the **AREA KEYS** in the module booklet. Important encounters are indicated by numbers on the maps. These match the numbers given in the area keys. The area keys have *boxed information* that may be read aloud to the players. *Unboxed information* is for the DM to use to guide the characters through the adventure. The DM decides how much of the DM information the players may learn. The DM can add or change the given information as desired to increase the enjoyment of the players—adding descriptions of room dimensions, smells, temperatures, the physical features/clothing/equipment of NPCs (non-player characters), and so on.

The following abbreviations are used to summarize the information given about monsters and NPCs:

AC = Armor Class; **MV** = Move; **HD** = Hit Dice; **NM** = Normal Man, **F** = Fighter, **MU** = Magic-User; **C** = Cleric; **T** = Thief; **hp** = hit points; **#AT** = Number of Attacks; **D** = Damage; **SA** = special attack; **SD** = special defense; **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma.

The AC, #AT, and **Damage** numbers will be adjusted for melee combat; with Strength, magic, and Dexterity *defense bonuses* figured in. Bonuses and damage for missile fire will be different in most cases.

A typical non-player character (NPC) would be given as:

Dorian, an elf (F/MU 3/3; AC -2; MV 12"; hp 13; #AT 1 at +2; D 1-8+1; S 17, I 17, W 10, D 18, C 14, Ch 12; **chainmail +2**, shield, longsword, longbow).

This means Dorian is an elf who combines the abilities of the Fighter and Magic-user classes, at 3rd level in each. His chain mail and shield give him a base Armor Class of AC 4; the magic bonus of the chain mail (+2) improves this to AC 2, and the defensive bonus due to dexterity (-4) gives the final adjusted AC of -2. The 12" move means Dorian can move 120 yards per game turn out-of-doors and 120 feet per game turn inside or underground. Dorian can take 13 points of damage before being out of action. He may attack once per round with his longsword at +1 due to his Strength and +1 because elves get a special +1 "to hit" bonus with a longsword. The damage caused by the sword is 1d8, with a +1 bonus for Strength.

If Dorian attacks with his longbow, some of his numbers will change. His AC goes to -1 because he loses the benefit of his shield. He can fire twice each round at +4 (a +3 from his dexterity and +1 because elves get +1 "to hit" with longbows). Damage becomes 1d6 against all opponents.

DM BACKGROUND

The border between Gran March and the Kingdom of Keoland has been a peaceful one for many years. In the western section of this frontier, the stagnant bogs and slime-coated pools of the Rushmoors occupy much of an otherwise fertile plain. To the north of the marsh, the dark recesses of the Dim Forest cause even the most stalwart travelers think twice before entering among the tall trunks and dangling tendrils of moss.

Only a few years ago, a group of adventurers opened a small caravan track through the previously untraveled Dim Forest. This track connects the town of Hochoch with Gran March's thriving capital of Hookhill. The track cuts through a narrow finger of the forest, and traders have to take precautions against the marauding creatures there. Ogres and goblins have been reported, often in large and bloodthirsty bands, and only lucky or well-armed caravans can expect to make the journey in safety.

Orlane itself was founded nearly a generation ago, when explorers from Hochoch reported that the land between the Rushmoors and the Dim Forest seemed to be extremely fertile. Soon after the arrival of the first farmers, a temple to the chaotic good goddess of agriculture, Merikka, was erected, and thus, the village of Orlane was born. The land here proved to be very rich, often producing crops half again as large as those grown in more mundane soil. Orlane quickly grew into a thriving community of 300 people.

Occasionally, the settlers were harassed by bands of humanoids from the forest, or strange, scaly creatures from the swamp. These farmers were hardy folk, however, and were not intimidated by a few raids. Instead, they organized a well-trained militia to meet the assaults of the monsters with cold steel. The humanoids soon learned that Orlane was a village best left alone.

Throughout the past year, the population of Orlane has undergone a steady decline. Many farmers have packed their possessions and, for unknown reasons, migrated to other, less fertile areas. Some homes have simply been found abandoned, with food on the table or crops unharvested in the field. No explanation has ever been offered for these strange disappearances. Sometimes the families have returned in a week or two, and other times they have never been heard from again.

The friendly character of Orlane has vanished as those who remain have become suspicious of the strange occurrences. Families have drawn in upon themselves, rarely conversing with their neighbors. Now, strangers in Orlane are more often met with questions and challenges than friendly invitations.

Something sinister is at work in Orlane!

NOTES FOR THE DM

The Cult of the Reptile God adventure is divided into three parts. The first part includes adventures in the village itself, with special maps for the **Golden Grain Inn, the Inn of the Slumbering Serpent,** and the **Temple of Merikka.** The second part outlines adventures on the trail to the lair of the reptile god. The third part details both levels of the lair itself.

Orlane

The village of Orlane (**Greyhawk** map hex ***113/K5)*** is a small community (see the map on the inside of the module cover). The buildings of the village and their inhabitants are described in this booklet. The boxed part of each building description may be read aloud to the players by the DM, as they describe obvious features that will be noticeable at a glance. Generally, the players will only learn other information by questioning village residents or by exploring the area.

The people living in Orlane will be identified as either reptile cult members or citizens. In general, there will be no visible distinction between the two, but clues are often given in the individual descriptions that will allow alert players to guess the difference.

Unless otherwise stated, cult members are lawful evil, AC 10, and level 0. They will tend to be curious about the party, and will perhaps even act friendly in an effort to determine what brings the group to Orlane. The cult has a secret sign, made by pressing the right palm to the forehead, and members will often surreptitiously perform the gesture in order to identify new members. Of course, specific instructions in the key will always supersede these generalities.

Citizens are generally neutral good, AC 10, and level 0. As with cult members, exceptions to these guidelines are mentioned in the key. They will generally be suspicious and noncommunicative. Most citizens are puzzled and frightened by the change in the character of their community. Any attempt by a party to run rough-shod over the entire village will result in their organized resistance, with the mayor taking charge. All citizens are worshippers of Merikka, the chaotic good goddess of agriculture.

In many cases, people have been described at their daytime locations (children at play, farmers at work, and so on). These locations may be changed at the DM's discretion for evening and night encounters. Remember that people in a farming community tend to go to bed and rise early.

The Cult

The cult of the reptile god is being spread by a **spirit naga** (see the **Monster Manual**). Below the fetid waters of the Rushmoors extends a two-level network of damp and dingy tunnels. This is the headquarters of the cult and the lair of the evil spirit naga that has installed itself as a god. Here, kidnapped citizens are brought and subjected to the permanent **charm** of the foul serpent. Charmed persons are returned to the village as cult members, and in this insidious fashion the cult has slowly been growing in size.

Victims who somehow resist this potent charm (i.e. save vs. Paralyzation) remain in the dungeon. They are fed to the many hungry reptiles there, or are turned into zombies by the naga's cleric and doomed to serve as mindless slaves in the naga's labyrinth. Current prisoners will be released and the charmed victims will be freed if the party can defeat the naga.

First, however, the characters must discover how to get to its lair. This means investigating the local centers of cult activity; especially the **Golden Grain Inn** and the **Temple of Merikka.** The party will probably meet **Ramne,** a local enchanter who can guide them. Otherwise, the DM can guide the player characters along as desired—a map in either center, a kidnapping party to follow, another NPC who acts as a guide, or so on.

START

A group of inexperienced but courageous adventurers has become aware of the change in Orlane through some vague rumors that have been circulating around Hochoch. (The characters will know at least two of the following rumors before they plan the expedition. Roll a d6 twice; if the same number is rolled, roll again. A character who expresses an interest in learning more before the group sets out will be able to hear all of the rumors.)

Rumors about Orlane

1 The well water throughout the village of Orlane has been poisoned with a powerful drug. *(false)*
2 Sinister and mysterious evil is at work in the village. *(true)*
3 A huge, many-headed creature has been stealing children at night. *(false)*
4 A sorcerer from the Valley of the Mage has moved to the Dim Forest, and is working foul enchantments there. *(false)*
5 Savage crocodiles are straying far from the marsh.*(true,)*
6 People in Orlane are being altered *(true),* and the "changeling" can be recognized by fang marks in their throats. *(false)*

The party will make its preparations in ***Hochoch*** **(WORLD OF GREYHAWK™ map hex *114/N5),*** purchasing supplies from the charts in the **Players Handbook.** If pre-generated characters are used, allow them 2 gp per hit point for buying supplies beyond their weapons and armor. In other words, Ruskin, with 5 hp, would have 10 gp for torches, rope, or whatever. Magic-users are assumed to be carrying their books with them.

The adventures in Orlane are designed to be played over several gaming sessions. Generally the player characters will not be able to advance in level without training, and the nearest training facilities are in Hochoch, several days journey away. If the characters make the journey, the activities of the cult of the reptile god will continue in their absence (see the section on **Cult Activities** after the **KEY TO ORLANE).**

BEGINNING THE ADVENTURE

The journey to Orlane will be swift and uneventful (the DM can cover this with a few words of description). The DM may wish to require a traveling order here, so that players get used to being on their guard.

> From Hochoch, the Realstream is quickly crossed at a shallow ford, and you follow a caravan track that winds along the south side of a narrow creek. The plains here are flat and grassy. Occasionally, large cottonwood trees grow along the stream, but in general the plain is unforested.
>
> For several days, you pass through an uninhabited region with no untoward experiences. Finally, staying always to the right of the creek, the track enters a region of prosperous farms surrounded by fields of grain or pastures for cows and goats.
>
> Early on the fourth afternoon of the trip, a cluster of buildings and trees becomes visible ahead, with the stone walls of a temple beyond—ORLANE.
>
> At the outskirts of Orlane, a large grove of elms is visible to the left, while several wooden buildings border the road to the right.

At this point, the adventure begins with the characters entering along the track at the west edge of the village map.



KEY TO ORLANE

Most of the buildings in Orlane have not been mapped. If the party chooses to enter one of them, the DM should describe a typical interior. Houses and shops will be one story in height and will have both front and back doors unless otherwise mentioned. Many buildings have porches.

1. PLEASANT FARMHOUSE AND BARN:

> This wooden house is surrounded by attractive flower gardens, with a small barn beyond. A teenage girl is churning butter on the porch, but she sees your group and runs into the house at your approach. Shadowy forms are visible behind closed curtains.

The farmer, **Hewitt Twaine,** and his two grown sons (AC 10; hp 5,4,4) will watch strangers suspiciously through the windows, while the wife and daughter hide in the kitchen at the rear of the house. If anyone stops, Hewitt will do all of the talking. He will be polite, but quiet. He will never allow strangers inside his house. Hewitt understands that his town has changed drastically, but he does not know why. His barn is well-stocked with corn and wheat, and a dozen goats are penned in the back. Beneath the planks in his bedroom floor he has stored a sack with 54 gp, 86 ep, and 240 sp in it.

2. CONSTABLE'S QUARTERS:

> This nondescript square wooden building has heavy shutters closed over the windows. The door looks stout, but stands open. No people are visible. Behind this building is another long, low structure.

Cult members! Inside is the constable, **Grover Ruskadal** (F2; AC 3; MV 9"; hp 12; #AT 1; D 1-8; S 15, I 7, W 9, D 14, C 15, Ch 10; banded mail, shield, longsword, light crossbow). He has been a cult member for eight months. With him are two other men who have recently arrived, ostensibly to visit him. The newcomers are also cult members:

Donavan Allard: F4; AC 1; MV 12"; hp 21; #AT 1 at +2; D 1-6+2; S 17, I 9, W 9, D 14, C 13, Ch 6; **plate mail +1,** shield, **spear+1,** and longsword.

Hulbar Onfre: F2; AC 2; MV 9"; hp 15; #AT 1; D 1-8; S 14, I 12, W 10, D 9, C 16, Ch 9; banded mail, **shield +1,** longsword, light crossbow.

If they are hailed, Grover will do most of the talking. He will try to find out what the characters are doing in town, how long they plan to stay, and so on. He will try to disarm their suspicions and warn them to stay out of trouble. His friends will support him.

Later, if these three become aware of a group asking "too many questions," they will attempt to intimidate the party into leaving town.

Grover keeps a sack in his desk that contains 21 gp and 88 sp.

3. EMPTY BARRACKS:

The building behind the constable's quarters is a barracks that used to be occupied by guards for the caravans traveling through the Dim Forest. The barracks is empty.

4. DAIRY FARM:

> This house and barn are clean, whitewashed wooden buildings. Several cows chew their cud just outside the barn. Three little girls playing in the yard of the house stop to gawk at your group.

The girls are not yet old enough to be afraid. There is a 75% chance that an older sister of the girls will see any strangers on the road, and will rush outside to hustle the little ones in. Regardless of how this encounter starts, the party should eventually meet **Nowell Graven,** the dairyman (AC 10; hp 5), who will be in the barn. He has been blessed with five daughters, who share the house with him, his wife, and his mother-in-law. He is a kindly man, and if his judgement tells him that the strangers are friendly, he might even invite them in for tea and cheese. He is concerned about matters in Orlane, but can offer no explanations. He has 35 gp and 472 sp hidden in a milk can in the barn.

5. WEAVER'S HOUSE AND SHOP:

> A sign with a spinning wheel and a loom hangs outside this new building. Several bales of wool are stacked on the wide porch. No people are visible.

The front part of this building contains a shop. Here **Galen Weaver,** the weaver (AC 10; hp 4), runs his large loom while his wife works a spinning wheel. Many piles of wool, yarn, and cloth lie about in a state of confusion. A small bell will ring if the door is opened, bringing the weaver from his home behind the shop. He is a young man, newly married and moved to Orlane, trying to make a go of his first business. His wife is attractive and they are both friendly.

If questioned, they will respond that "people are strange hereabouts," but they know of no reason for their neighbors' aloofness. They will welcome the chance to talk to outsiders, even inviting a small group in for a glass of wine if the time of day is appropriate. If the conversation continues for awhile they will warn strangers that the Golden Grain Inn is a strange place, to be avoided if at all possible.

6. GOLDEN GRAIN INN:

> This is a large wooden inn. It is decorated with carvings of sheaves of wheat along the eaves of the roof. The inn was whitewashed at one time, but much of the paint has peeled. A sign picturing a cluster of wheat and a pitcher of beer or ale hangs over the door. A corral and stable, apparently empty, are off to the side.

If the characters go in, the DM should turn to the description of the **Golden Grain Inn** following the **KEY TO ORLANE. A** complete map of the inn is also provided.

7. JEWELER AND MONEYCHANGER:

> A gem-encrusted ring is pictured on a sign outside of this establishment. The doors and windows are open. The building is small, but looks extremely sturdy; the shutters and doors are of heavy wood, reinforced with iron bands.

Haskali Ull, the jeweler/moneychanger (AC 10; hp 3), tries to make a living from the travelers passing between Keoland, Gran March, Bissel, and Geoff who require his services. His business has fallen off considerably in the last year. After dark, his doors and shutters will be locked. Haskali and his over-bearing wife (AC 10; hp 8; Strength 16) live here with two guards:

Erroll Rocktyn: F2; AC 7; MV 12"; hp 16; #AT 1; D1-8; S 15, I 12, W 9, D 13, C 17, Ch 12; leather armor, shield, longsword.

Wylle Dunn: T3; AC 6; MV 12"; hp 10; #AT 1; D 1-8; S 13, I 11, W 10, D 16, C 13, Ch 15; leather armor and Shortsword.

The latter is posing as a fighter, but is actually a cult member waiting for the right moment to betray his employer.

Haskali is skilled at working with stones and soft metals, and will negotiate a reasonable fee for this work. He will also exchange types of currency for a 5% charge. In a metal box in his office he has 50 pp, 250 gp, 400 ep, 800 sp, 800 cp, and 30 gems, worth 1,000 gp, 500 gp (x2), 100 gp (x3), 50 gp (x4), and 10 gp (x20). In addition, four works of jewelry are displayed in his shop and locked in the box at night. They are worth 1,400 gp, 800 gp, and 400 gp (x2).

He has several locked chests hidden beneath a secret trapdoor in his bedroom. The first contains 2,000 gp and 2,000 ep; the second 2,000 sp and 2,000 cp; and the third 500 pp and five gems each of 1,000 gp, 500 gp, and 100 gp worth. Each of the chests has a poison needle trap in the lock. The jeweler carries the keys on a thong about his neck at all times. His guards do not know about the chests.

The DM may wish to keep track of the moneychanger's transactions. For example, if the player characters want to exchange gold for gems, and the moneychanger is out of gems, they may have to wait until more gems become available (or go to a larger town, like Hochoch).

8. LIVERY STABLE:

> This is an exceedingly run-down structure of wood. Faint traces of a former paint job cling to small parts of the walls, but in some places the bare wood has started to rot. A fenced walkway leads from the road to the back of the house, and horse manure is scattered liberally about. A little boy, his face covered with dirt, is playing on the front porch. As you approach, he toddles out to the road, smiles, and says "hi!"

This is the village stable, as the characters' noses will already have suggested. Much of the ground has been trampled into mud. The front of the dilapidated house is sheltered by a wide porch. All appearances to the contrary, the liveryman is quite well-to-do. He is simply not concerned with presenting a front of wealth and polish.

The liveryman, **Kilian Gade** (AC 10; hp 5), his wife, and their three small children live here. The wife is timid, but there is an 80% chance that she will see her son talking to strangers. If so, she will rush out to collect him, staring at the party with fearful eyes as she snatches him up. If a character makes a friendly comment, she will stop, embarrassed, and mutter some explanation about "mealtime." She will then dash into the house with the child.

Kilian is at work in the stables, but his wife will call him after any encounter with strangers, and he will hurry to the house. If the party is still in front when he gets there in two rounds, he will step outside to apologize for his wife's hastiness. "These are strange times, you understand..." Unlike many Orlanians, he is affable and willing to carry on a conversation. He will, however, keep his guests on the porch.

Kilian cannot explain the forces at work in the village, but he is very observant. After some small talk, he will begin to share his knowledge. He is suspicious of the two strangers who moved into the cottage across the road (9) several weeks ago. "They don't seem to be interested in mixing with anybody." He shares

the weaver's apprehensions concerning the Golden Grain Inn, and will recommend the Inn of the Slumbering Serpent for its superior wine and friendly atmosphere. After an hour of conversation, he will mention his neighbors at the general store: "They up and disappeared a couple months ago; gone fer nearly a fortnight, then the whole family came back. Didn't even leave one of the boys to mind the store!"

His stable contains 4 light horses, 2 draft horses, 3 mules, 2 oxen, and 2 small carts. His life savings (950 gp and a 200 gp gem) is buried in a wooden box in the farthest stall of the stable.

9. SMALL COTTAGE:

> This small, square building has been freshly white-washed. Heavy curtains hang over the windows, and the door is shut.

This cottage is the home of two elves.

Dorian: F/MU 3/3; AC -2; MV 12"; hp 13; #AT 1 at +2; D 1-8+1; S 17, I 17, W 10, D 18, C 14, Ch 12; **chainmail** +2, shield, longsword, longbow; missile attacks at +4 due to dexterity and elf bonus.

Dorian's spells include:

First level: magic missile, protection from evil
Second level: web

Llywillan: F/T 2/2; AC 5; MV 12; hp 10; #AT 1 at +2; D 1-8+1; S 14, I 10, W 12, D 17, C 11, Ch 14; leather armor, **longsword +1,** longbow; missile attacks at +3 due to dexterity and elf bonus.

The townsfolk are suspicious of the pair. Only the mayor knows why they are here, since he has asked them to investigate the strange occurrences in Orlane. The elves have learned that an evil cult is somehow controlling the minds of certain citizens, including the two clerics of the temple (21), the proprietor and regular customers of the Golden Grain Inn (6), the constable (2), and the blacksmith (15). The elves are careful, however, and will not reveal this information unless they are absolutely certain that the party is opposed to the cult. Any elves present in the party will cause the pair to feel a natural affinity toward their cousins, but this will in no way lessen their caution. In general, the party will have to engage in combat and capture or slay some of the known cult members to win the trust of these elves.

When Dorian and Llywillan are convinced that the party is an ally, they will share their information. They will not join the group for exploring either the town of the dungeon, preferring to work on their own.

The elves will remain in their cottage during the day, but at night it is 80% likely that they will be out observing either the temple or the Golden Grain Inn. They have a small metal box in a cupboard. It is stoutly locked, and Llywillan carries the key at the bottom of his quiver. A thief can try to pick the lock at -10%. The box may also be pried open, but this will release a **sleep gas** that will affect everyone in the cottage (no saving throw) for 3-18 hours. Note that elves will be highly resistant to this gas. Roll the time of unconsciousness separately for each character. The gas is inside the chest, hence no attempt to *find or remove traps* will be successful. Using the key or picking the lock will bypass the trap. The box contains 200 pp, 55 gp, and this note:

Dorian and Llywillan,

Much has happened in my life since we fought side by side in the troll war. I hope, sometime, to have a chance to talk with you about the many pleasant things.

My purpose now, sadly, is to ask — nay, beg — my courageous comrades to aid my people in a time of dire need, I cannot even describe to you the danger that threatens Orlane, for I know not its true nature. I do know that, unless it can somehow be stopped, this evil will consume my little village and its families, we will vanish without trace into the the dust of history.

A sinister force is at work here, and it is made all the more frightening by the fact that its true nature is concealed in a web of fear and suspicion, I plead with you come to Orlane, lend your skills to revealing this menace, that it may finally be destroyed!

your comrade,

Zakarias Ormond

Zakarias Ormond
Mayor of Orlane

10. MAYOR'S RESIDENCE:

> This house is set well back from the road, and is partially screened by a pair of medium-sized elms.
>
> This is by far the most imposing house in the village. The walls have been regularly whitewashed and the roof gleams with new wooden shingles. A wide porch crosses the entire front of the house, and columns of wood support the overhanging roof. The columns have been carved into leafy patterns by a skilled craftsman.

This is the home of the village mayor and his family. The mayor is **Zakarias Ormond,** a retired but still capable 3rd level fighter (AC 10; hp 16; S 16, I 14, W 15, D 10, C 12 ,Ch 14; chain mail, **shield +1, longsword** +1). He keeps his weapons and armor in a bedroom closet (AC 3; #AT 1 at +1; D 1-8+2). The mayor's cheerful wife and two daughters live here, as well as two older sons (AC 10; hp 5,4; ring mail and shields (AC 6), and longswords in their room). The mayor's personal bodyguard is also concealed in the house.

Zakarias is polite and curious with strangers, and is willing to spend hours conversing. Always, however, he is discreet, seeking information more readily than giving it away. He is an astute leader and has recognized that something is warping the people of his village. He has associated the changes with recent midnight disappearances, noticing that the folks who return are in a somehow altered state. He is convinced that the storekeeper, the smith, the carpenter, and the clerics are all members of this secret order. He has formed the false hypothesis that the old hermit in the grove west of town is behind the whole thing. Lack of proof has kept him from acting on this assumption, however.

Hiding inside the mayor's house is his old bodyguard, **Traver Stoutheart**(F5; AC 3; MV 9"; hp 40; #AT 1; D 2-8+2; S 15, I 7, W 9, D 11, C 17, Ch 9; banded mail, shield, **broadsword** +2). Traver will stay concealed in a curtained alcove until needed. He is a gruff, uncommunicative old soldier, who will spring from his hiding place in a curtained alcove at the first sign of an overt act against the mayor. (Traver's interpretation of an "overt act" may be taken very loosely—the sight of a person who might

have placed something in the mayor's wine, or a hand suspiciously concealed under a table, could bring him charging into the room with a bloodthirsty challenge. The mayor will be quite embarrassed if this occurs.)

Behind the mayor's house is his woodcarving workshop, with tools, woodshavings, and some fine pieces of hardwood lying about. He did the carvings on the columns before his house. He is half-finished with a remarkably lifelike bust of his wife. Beneath the floorboards in the shop he stores a small chest, keeping the key in a secret pocket of his tunic. The chest contains 364 pp, 750 gp, 1,200 sp, and three gems worth 1,000 gp apiece.

11. TAILOR SHOP:

> A sign crudely depicting a needle piercing the seat of a pair of pants hangs before this establishment, a small, ramshackle building in need of considerable repair. A shutter hangs loosely, shingles are missing from the roof, and the walls show signs of rot in several places.

This is the shop and home of the village tailor, a meek, elderly bachelor, **Myron Tweed** (AC 10; hp 3). He is terrified of strangers and will answer no questions. If asked to do some tailoring, he will allow only one person at a time into his shop, and will be nervous and fretting about the whole business. He has a sack containing 56 gp, 99 ep and 175 sp hidden among the bundles of cloth at the rear of his home.

12. VILLAGE STORE:

> This is a fairly well-kept establishment with an assortment of farm implements and cooking utensils on the wide porch. The door stands open, and a well-painted sign depicting a pot, a plow, a sack, and a lantern hangs over all.

Cult members! This family was converted about three months ago. The husband, wife, and three grown sons (AC 10; hp 5,3,7,6,5) will all fight, if necessary, using Shortswords. The husband and wife will greet customers in the store. The sons will remain screened by a curtain leading to the back porch, aiming cocked crossbows at strangers. If the visitors are hostile or too curious, the sons will step forward and demand that they leave the store. If strangers behave violently, the sons will shoot first and then leap into the room with swords drawn.

The storekeeper and his wife will put on a friendly front with customers, knowing that their sons are backing them up. Mundane items such as cooking pots or sacks of meal will always be available. Most items listed in the **Players Handbook** can also be found here (75% chance). Weapons and armor will only be found on a 20% chance, rolled separately for each item.

There are a table and several benches in the store. When strangers visit, the storekeeper will invite them to sit and have a glass of wine. There is an 80% chance per character that the individual will find it to be the best wine he has ever tasted. If asked about the wine, the storekeeper will say that it comes from the local winery behind the Inn of the Slumbering Serpent. He will attempt to get as much information from the party as possible, but will reveal very little about himself or his family. The store's cashbox contains 10 gp, 50 ep, and 100 sp.

His house, 40' behind the store, is very run-down. In a closet in the master bedroom is a locked chest with 58 gp, 107 ep and 240 sp in it. There is a poison needle trap on the chest, while the key is under the mattress. The rest of his valuables have been donated to the cult.

13. RUNDOWN FARMHOUSE:

> This house is in desperate need of repair. The front door, porch steps, and visible roof supports are missing. The barn is in even worse condition, but the many chickens in the yard suggest that the place is indeed inhabited.

Cult members! A farmer and his adult son (AC 10; hp 6,5) live here. The wife became the victim of the reptile god six months ago, when she was not charmed. The two men are rude and untalkative, and will claim to be busy with work around the farm. In fact, only small crops of corn and oats are in the fields. They have no treasure, save 31 sp in a kitchen jar, having donated their other worldly goods to the cult.

14. CARPENTER'S SHOP:

> A wooden board in the shape of a saw hangs before this well-constructed building. The front part of the structure is unwalled, and inside of this breezy area the carpenter is at work. Many tools (saws, hammers, nails, prybars, etc.) are scattered about, and some boards are mounted on sawhorses.

Cult members! The carpenter and his wife (AC 10; hp 3,3) are very recent cult initiates; in fact, their teenage son and daughter may still be alive in the snakepits of the reptile god! (The latter pair, of course, resisted the naga's charm.) The carpenter serves as a furniture maker as well as a builder, and numerous examples of his handiwork are placed around his shop. Tables, chairs, and desks—all of exquisite craftsmanship—may be seen in a casual inspection. The table that is presently under construction, however, is much more shoddily put together, as are the pair of chairs he has just completed. The latter await a coat of stain, whereas all of the other furniture is finished.

His wife will spy upon strangers through a small hole in the door of the house. She carries a longsword that has been smeared with snake venom, and will attack hysterically (+1 on "to hit" rolls) if her husband appears to be in danger. The deadly venom has suffered somewhat from exposure to the air, so persons struck will save at +4.

The carpenter has designed a clever secret panel in his bedroom wall that will slip aside to allow access to a compartment beyond (treat as a secret door). Here he has hidden a wooden box, elaborately carved with intricate leafy patterns. The box is worth 400 gp intact. Only the carpenter knows which combination of leaves to press or twist to open the box (a thief may try to open it at -15% to the open *locks* roll). The carpenter's treasure, soon to be donated to the cult, is 470 gp, 175 sp, and a 500 gp piece of jewelry.

15. BLACKSMITH'S SHOP:

> This is obviously a smithy, though no sign hangs here. The shop part of the building is unwalled, and two brawny lads operate a bellows while a giant of a man hammers thunderously upon a piece of metal that will soon become the blade of a shovel. Soot and smoke abound.

Cult members! The smith, his wife, their two sons and daughter have been members for nearly a year. The man still does his work with the mechanical precision that has allowed him to maintain the quality that he has always been known for. Formerly a short-tempered and irritable man, the charm of the naga has unbalanced his mind slightly. There is a 25% chance that the approach of strangers will cause him to fly into a violent rage, threatening them with the wrath of the gods if they

do not flee at once. His sons will attempt to restrain him, but if an individual or group continues to approach, the smith will break free and attack.

Even if he does not fly into a rage, the smith is unpleasant and rude in conversation. Any slightly aggressive or faintly insulting comment will probably (66%) cause him to become enraged. His sons will be unable to hold him as he rushes forward. If combat begins they will support their father. Because of their size and strength, all three are formidable foes, though they fight at 0 level.

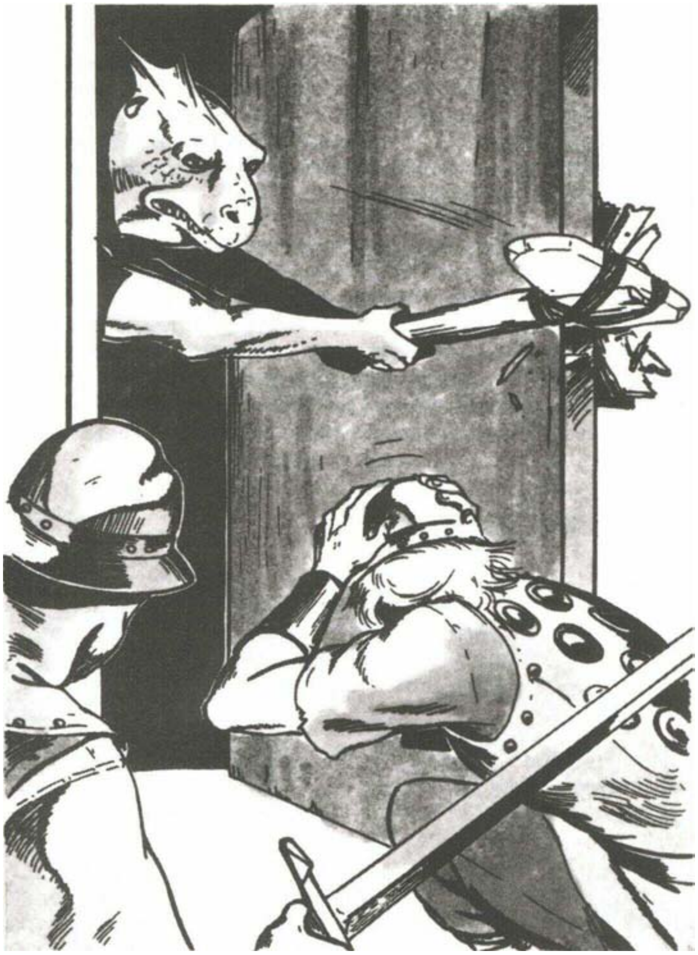
Smith: AC 8; hp 8; #AT 1 at +2; D 1-4+5; Strength 18(80)
Sons: AC 8; hp 7 each; #AT 1 at +1; D 1-6+2

The smith will use his hammer as a weapon and the sons will grab Shortswords that they have hidden in the shop. Because of their leather aprons, all three have an AC of 8. All of their valuables have been donated to the cult.

16. BATTERED AND WEATHER BEATEN STRUCTURE:

> The doors and windows of this large building are boarded up. A sign lies face-down in the weeds before the porch, which may be reached by climbing three broken steps. The roof has several gaping holes, and the general appearance of the place suggests that it has been long abandoned.

The sign in the weeds, if looked at, reads in faded paint: **FOAMING MUG INN.** This establishment has been abandoned for nearly a year, following an attempt by the cult to kidnap the proprietor and his family. The attempt was foiled by the courage of several citizens, and a fierce fight followed, during which all of the citizens at the inn, as well as several cult members, were killed. The battle remains a mystery to the rest of the village, and has been dismissed as just another aspect of the mysterious problem besetting Orlane.



The Foaming Mug is not really abandoned, however. If the party should break in, or discover the secret door in the rear wall, they will find the ground floor in a state of total disarray, left as it was following the fight. A cellar door is visible, hanging on one hinge, and a creaky staircase leads into darkness.

The cellar is a gloomy place and smells musty and rotten. Characters may notice (50% chance, 90% for elves) a foul, swampy stench in the air down here. Most of the cellar is one large room, containing several crates of spoiled foodstores and three kegs of wine (still good). Two doors lead to smaller storage rooms: a fruit cellar and a toolroom.

The former is empty. In the latter awaits the source of the odor—3 troglodytes (AC 5; MV 12"; HD 2; hp 9; #AT 1; D 1-8; SA revulsion odor)! The troglodytes will have heard the party descend the stairs, and will be hiding to avoid detection. If the door to the toolroom is opened, they will attack savagely. Each carries a stone axe. They have hidden a small sack in an empty tool crate behind the door. It contains 7 pp, 80 gp, 120 ep, 130 sp, and 5 100 gp gems.

The toolroom also contains hammers, nails, some long timbers, and a saw.

17. DECREPIT FARMHOUSE AND COLLAPSED BARN:

> Doors and shutters swing freely here. The whole appearance is one of abandoned desolation. Weeds choke the yard before the house.

Inside the house, searchers will find articles of clothing, cooking utensils, and moldy scraps of food in closed cupboards. It is obvious that the residents left suddenly. There are two bedrooms in the house, one with a double bed and the other with two small beds. A family of four lived here until the troglodytes and cult members dragged them off to the dungeon of the reptile god nine months ago. The evil will of the naga was unable to corrupt any of them, so shortly thereafter some of the crocodiles ate very well...

The unfortunate farmer's treasure remains in a hollow beneath the rear porch steps. Several leather sacks there contains 2 gp, 250 ep, and 307 sp, as well as a jade statuette worth 200 gp.

18. FARMHOUSE AND BARN:

> This farm looks moderately prosperous. The house and barn are in good repair, although several flower gardens that used to bloom in the yard have become choked with weeds. A strapping youth is splitting wood in the yard beside the house.

Cult members! This is the home of a woman and her three grown sons (AC 8; hp 2,5,4,3; #AT 1; D 1-6). Her husband died many years ago, but the four of them have managed the farm quite well. They have been cult members for nearly a year, and the men are quite active in recruiting new members; i.e. they help the troglodytes subdue captives of the cult, and use the farm cart to transport the prisoners beyond the boundaries of Orlane. They have become very good at this, each performing as a 1 st level thief as far as "to hit" rolls, *strike from behind,* and *moving silently.* They have no other thiefly abilities.

If the mother's suspicions toward the party are aroused, she will detail one or two of her sons to spy on the group and report on its activities. She, in turn, will keep the clerics informed. All of her possessions of any worth have been donated to the cult.

19. FARMHOUSE WITH SEVERAL SMALL OUTBUILDINGS:

> The smell of this area identifies it as a hog farm. In addition to swine, many chickens scratch about the yard, while a rooster and several turkeys strut regally. A teenage boy watches from the porch of the house.

If anyone approaches the house, the lad will run inside, returning shortly with his father. This proud farmer (AC 10; hp 6) has been disturbed by changes in his community, and will send visitors on their way quickly. He will answer no questions, and if a group persists in trespassing, he will display a loaded crossbow that he has concealed on the porch, ordering them off of his land. The son and wife will have hidden in the house. The boy (hp 2) will have another crossbow aimed out of a window, while his mother (hp 3) waits behind the door with a poised spear.

The farmer has made a decent living—his savings of 35 pp and 328 sp is concealed in a wooden box in the chicken feed.

20. SMALL, NEATLY KEPT COTTAGE:

> Brilliant flower gardens surround this quaint little home. Clean shutters flank several large windows, and fancy curtains are visible inside. The building is sheltered by several large elm trees.

This is the home of **Vilma Merridie,** an elderly widow. She is physically weak and unable to walk more than a few feet between rests. She is an astute observer of occurrences in Orlane. She and her husband moved to the village 50 years ago, occupying farm 24 together until his death. For the last eight years, she has lived in this cottage, doing small mending and tending chores for her neighbors to earn a few coppers. Mostly, she lives off the rather considerable sum that the couple accumulated over forty years of farming. She wears a number of jeweled rings.

Vilma will welcome visitors and invite them in for tea or wine. She is willing to talk and has much information to share, but if not questioned, she will ramble through an animated dissertation about "the old days." She will tend to return to this topic with regularity, even when specific questions are being asked, but will supply answers in a roundabout way. The DM should prepare a few details of her rambling before play.

She strongly suspects the carpenter (14), the smith (15), the farmers at 18 and 19, the clerics and temple servants (21), the farmer at 22, and the two people (she does not know they are elves) living near the mayor (9).

Admitting that she has no factual basis for her suspicions, she will state that the family across the road from her (19): "used to be real nice, but now they act suspicious toward everyone; even me!" She has never liked the family at farm 18, and will report seeing the lads go out at all hours. The smith, she says, has always been an ill-tempered lout, but lately "there's just no talking to the man!" She has a very high opinion of the mayor, and hopes that the two strangers living next to him don't bring him any harm. If asked where to stay for the night, she will recommend the Inn of the Slumbering Serpent.

She will readily admit that she doesn't know much about occurrences on the west end of town. " I don't get out too much, you know..." She has seen scaly humanoids with fin-like crests on their heads crossing north of her cottage and climbing the walls of the temple. She will boldly state that she no longer allows the clerics to visit her, saying that they changed after going away suddenly for a week about a year ago.

She wears several rings upon each hand, decorated with a variety of stones. The rings are worth 1,000 gp, 800 gp, 500 gp, and 200 gp. She has an unlocked case of jewelry worth another 4,500 gp and a large cookie jar containing 24 pp, 85 gp, 150 sp, and 256 cp. Vilma has lived a good life, and has been a faithful worshipper of Merikka throughout. If any harm is done to her, including theft, that benign goddess will see that a run of bad luck falls upon the perpetrator. This will affect party members or cult members alike, and consists of a -2 penalty for the next three days on rolls that the character or group makes (including initiative and surprise rolls). All rolls are affected!

21. TEMPLE OF MERIKKA:

> This is the only stone structure in Orlane. A wall of granite blocks surrounds the temple, and sturdy wooden gates give access to a courtyard. The temple is on the highest piece of land in Orlane—a full 20' above the stream and pond.

Cult members! The gates to the courtyard will be standing open during the daylight hours, but will be shut and barred with the setting of the sun. Vigorous pounding after dark will usually (100% at sunset, -5% for each hour thereafter) bring a servant to open them. If the characters enter, go to the **Temple Key** that follows the **KEY TO ORLANE.** There is a special map to this area also.

22. SHABBY FARMHOUSE AND BARN:

> This residence gives the impression that it has seen much use and that its owners have had little time for improving its appearance. A small infant is playing next to the house, and several chickens and a huge rooster poke about the yard.

Cult members! This family has recently been converted. The group consists of a husband (hp 6), his wife, their adult daughter, their son (hp 5), son-in-law (hp 4), and the younger couple's small child. The farm is well run, though battered (it has looked that way since long before the family's indoctrination into the cult). Large stores of barley, wheat, and corn are in the barn. A small vineyard west of the house is lush with ripe grapes. All of the persons here have been slightly numbed by their recent experience with the naga, and will appear distant and removed if talked to. They will be neither friendly nor hostile, and questions may have to be repeated several times before getting an answer.

Because of the confused state of the family, shrewd questions might gain some useful information. The attention span of these folks is too short for them to conduct any significant conversation, however.

23. PROSPEROUS FARMHOUSE AND BARN:

> Two small children play in the yard, but at the sight of the party they immediately run for the house. This building looks solidly constructed and has been recently whitewashed. The barn is a clean structure, though not painted, and several goats wander in a small corral. A pen housing an immense pig is visible just south of the barn.

This farmer is actually a ranger, **Alan Clayborn** (R4; AC 10; hp 29; #AT 1 at +2; D 1-8+3; S 16, I 13, W 15, D 12, C 15, Ch 12). He has retired from the adventurous life with his wife, **Marieke** (F3; AC 7; hp 15; #AT 1; D 1-6; S 15, I 12, W 10, D 17, C 14, Ch 16). They have three small children. The couple has been very successful as farmers, and the barn is well stocked with corn, oats, and beans. Besides their five goats and the pig, they are the proud owners of two mules.

Although retired from actively seeking adventure, the couple is proud and resolute in their determination to succeed, and are determined to defend their home and family with every means at their disposal. To this end, there is a secret closet in the house that contains Alan's **chainmail +1,** shield, **sword +2** longbow, 40 arrows, and Marieke's **plate mail +1,** shield, longsword, and spear.

Also in the closet is a locked strongbox with the remainder of the treasure gathered by the pair over several years of adventuring. Of course, most of the funds were needed to buy the farm. They still have 50 pp, 430 gp, and four gems—1,000 gp (x2), 800 gp, and 600 gp.

Alan will be polite but firm in dissuading any questioners. He has noticed too many odd things occuring around Orlane to take chances by inviting strangers in. However, he will give a secret sign that any ranger in the party has a 50% chance of noticing. If the ranger in the party chooses to identify himself as such, Alan will take the group into his confidence. As a relative newcomer to the community, however, his knowledge of the cult will be minimal. He will be aware that his neighbors to the east (farm 22) mysteriously left their home one night and were gone for ten days. Since he did not know the family very well before this departure, he has not noticed any significant change in their behavior.

Alan, if asked for further information, will mention the strange, bedraggled figure, apparently an old man, who seems to live in the grove of trees to the west. He will describe the man as a hermit who keeps to himself.

24. ABANDONED FARM:

> This is a fairly well-built house that has had all of its windows and doors boarded over securely. The barn doors swing freely in any passing breeze.

This residence shows sign of occupancy as recently as several months ago. When they left, whoever lived here took all of their possessions with them. The floorboards in a corner of the bedroom are torn up, exposing an empty space beneath, and even the furniture has been removed. The barn is likewise empty.

The widow Merridie, now living at **20,** used to live here.

25. INN OF THE SLUMBERING SERPENT:

> A large, colorful sign pictures a red dragon with its head resting contentedly on its paws. A plume of smoke rises from the serpent's nose and its eyes are closed. This inn is smaller and older than the Golden Grain. Several beds of flowers brighten the front, however, and the large middle-aged woman sweeping the porch looks cheerful. She greets you with a friendly wave.

This is **Belba Cralloon**. She and her husband **Ollwin** run this inn. They possess the knack of making a weary traveler feel at home. At any pause on the part of a group, she will bustle down the porch steps and invite them inside.

If the party enters, use the additional description of the **Inn of the Slumbering Serpent** following the **KEY TO ORLANE**. A map of the inn will be found in the map section.

26. MILLHOUSE, WATERWHEEL, AND POND:

> Around this large mill is scattered much in the way of children's toys, tools, and farm implements. The most imposing part of the structure is the tall millhouse, but it is obvious that a family lives in another wing of the building. Two children play in the yard, but stop and stare at the sight of your group.

If the group approaches, the youngest will run for the house. The other, a lad of ten, will squint at the party as it advances, mimicking the stance of a belligerent adult.

This is obviously the home of the village miller and his family (a wife and nine children!). Shortly after the child enters the house, the miller, **Kenton Miller**, and his four adult sons will emerge (AC 10; 5,4,4,3,3). The man will call his younger son back to him and await the party on the porch.

The miller is by nature a friendly man, but recent events have made him suspicious of even his neighbors. He will feel fairly safe with his sons backing him up, and will spend a little time in conversation with strangers. He will only discuss things such as the weather, or his work. He has no specific knowledge of the cult in any event, although he is aware of some strange goings-on at the Golden Grain Inn—much activity late at night, and many strangers lurking there.

His treasure is in a locked box, hidden inside of a hollow below an old mill wheel on the cellar floor. He keeps the key with him at all times. The box contains 52 pp, 164 gp, 372 ep, 589 sp, and 2,056 cp. Also kept there are three gold rings — 100 gp (x3).

27. GROVE OF STATELY ELMS:

> The narrow trail winds among majestic elms, at times disappearing into thick shrubbery. The bushes between the trees are dense, rising to a height of eight or ten feet. The elms themselves average 75' tall, and they are the only trees here. They are widely spaced, allowing much sunlight to pour between their ancient boughs.

The venerable hermit has a ramshackle cottage on the far side of this small grove. The bent and graybearded resident is a loner, and none of the village people have gotten to know him. He is actually a 7th level magic-user named **Ramne** (M7; AC 8; MV 6", due to age; hp 16; #AT 1 at -1 or spell; D 1d6-1; S 7, I 17, W 16, D 9, C 7, Ch 13). He wears a **ring of protection +2** and bears a gnarled wooden staff with no magical properties. Ramne has been living in this one room hut for over a decade, and is quite comfortable here. He rarely leaves his grove, as his legs are weak and he tires very easily.

Ramne has a familiar, a clever weasel named **Whiskers** (AC7, hp 3). Whiskers has a powerful sense of smell and can trail the troglodytes to their lair in the Rushmoors, even if the trail is very old. Normally, Whiskers may be found perched on Ramne's shoulder.

Despite his feeble physical appearance, Ramne knows more about the cult than any citizen in Orlane. He has gathered this knowledge through patient observation. He despises the cult, and will be willing to aid a group that acts toward its destruction, but only after he is convinced of the party's integrity. This might take several weeks, depending on the group's activities. For example, if they defeat a band of troglodytes, the time period will be shortened; but if they stay at the Golden Grain Inn, it will take longer to convince him.

In a **wizard-locked,** lead-lined box under the floor is Ramne's store of magical items. If he aids the party, he will certainly bring these things along, using them at what he judges to be a

strategic moment. The box contains an **elven cloak,** which Ramne will wear; a bottle of **healing** potion, with 2 doses; a potion of **speed**; and a **wand of wonder,** with 8 charges left. Only reluctantly will he use the unpredictable wand indoors or underground, since he had a bad experience when it cast a lightning bolt in a small cave many years ago. In addition, the box holds a pouch that contains 83 gp, 20 sp, and 5 gems (3 x 1,000 gp; 800 gp; and 750 gp).

Ramne's spells are:

First level: light, magic missile, sleep, read magic
Second level: invisibility, continual light, wizard lock
Third level: dispel magic, lightning bolt
Fourth level: minor globe of invulnerability

Except in unusual circumstances, such as a showdown with cult members in the town, Ramne will not extend his aid to the group until they are ready to depart from Orlane and seek the headquarters of the cult. If the group then asks him for help, he will tell them that Whiskers should be able to follow the trail to the reptile god's lair.

Even if asked, however, Ramne will never reveal his class or level. He will suggest that the group might be well-advised to take him along, explaining that he has had experience in fighting evil, and has some little knowledge of objects arcane. The force that they are up against, he will state, is obviously very powerful and perhaps possesses some evil magic.

If taken, Ramne will slow the group's progress because of his weakened state (MV 6"). He will be able to maintain this pace for five out of six turns, if he can lean on a character's arm for support when walking.

If the party refuses to take Ramne, he will offer to send Whiskers with them. If they refuse Whiskers, Ramne will wish them well and the DM must use another method to get the party to the lair.

Important Note: The DM must avoid making the player characters too dependent on Ramne. Ramne is a CHARACTER—he does not know everything the DM knows. Further, Ramne should only use spells when they are critically needed to save lives. The DM should allow Ramne to give advice only when asked (and he may be wrong!). He will refuse to lead the party.

Although the DM may choose to allow Ramne's intervention when the characters are about to take an action that will destroy their chances for success, such aid should be limited to perhaps thrice during the entire adventure. The DM should play up the enchanter's age, weakness, and fallibility when possible to encourage the player characters to take the lead. It's THEIR adventure, not Ramne's.

KEY TO SPECIFIC AREAS IN ORLANE

This section describes the Golden Grain Inn (building 6), the Inn of the Slumbering Serpent (building 25), and the Temple of Merikka (building 21). Maps of these buildings are given at the center of the module.

GOLDEN GRAIN INN

The Golden Grain is one of the headquarters of cult activity in the village. The owner, **Bertram Beswill** (AC 10; hp 8), was one of the earliest converts, and has modified the inn over the last year to serve the needs of the cult. He carries a dagger beneath his apron at all times. All of the customers present will be cult members, usually from outlying farms.

1. COMMON ROOM:

This room seems like a pleasant place, but the people are subdued, generally sitting alone. Those sitting together are not talking and no fires are lit in the fireplaces. Several barrels of light and dark beer are tapped behind the bar.

Cult members! Here, 3-12 (3d4) customers sit quietly about the large common room, sipping from mugs. There is an 80% chance that the assassin, **Derek Desleigh** (room **6**), will be present. Bertram Beswill, the hefty proprietor, will greet strangers cheerfully and offer a drink of beer, wine, or brandy, since his instructions from the cult direct him to behave thus. Food and rooms are also available. Beswill will attempt to learn why the party is in Orlane, and if his suspicions are aroused, he will try to persuade them to stay in his inn for the night. If Beswill feels that they are a threat to the cult, he may even offer a reduced rate in order to arrange an ambush (see **Cult Activities).** He may also offer free drinks that have been drugged by his cook (see room **2**).

Food and drink are available here, but the quality is poor and the prices nothing short of outrageous.

Golden Grain Price List

breakfast	1 sp	beer, pint	1 sp
breakfast, fancy	3 sp	beer, pint, dark	2 sp
supper	4 sp	wine, pint, watery white	2 sp
supper, fancy	1 ep	wine, pint, watery red	2 sp
soup or stew, bowl	2 sp	wine, Orlane Special, pint	1 gp

2. KITCHEN:

This room is obviously a kitchen. Jars of beans, bread, flour and dried meat can be seen stored in several open cupboards. A short, rat-faced man is busily wiping off a none-too-clean table.

The chief cook, dishwasher, and so on is **Snigrot Dogroot** (Assassin 3; AC 9; hp 11; #AT 1 at+1; D 1-41; S 1, W 8, D 15, C 11, Ch 5). He keeps a **dagger+1** in his boot. Snigrot will be rude and short-tempered toward any strangers in his kitchen. There is nothing of special value or interest here.

Snigrot is a master of drugged drinks. These have a delay of 2-12 turns, after which the victim must make a save vs. Poison. If the save is made, the person will feel groggy and know something is wrong (-2 on all "to hit" rolls). If the save is failed the character is rendered unconscious for 5-10 (1d6+4) hours. If some player characters are captured, see the notes on captured characters in the **Cult Activities** section.

If the drinks are drugged, Beswill will attempt to disarm party suspicions until at least half the party is affected. He will then call for the five cult members in room **11** to help take them prisoner. Particular attention will be paid to magic-users (Beswill knows about **sleep** spells!). The cult members in the common room will not generally press the attack unless led by the main NPCs (Beswill, Snigrot, and Derek).

The party's best response is immediate flight, for the cult members will not pursue outside the inn itself. If the characters leave quickly enough, they may not even be in great danger, for Beswill will not order the capture until he is nearly certain of its success, at minimal risk to himself.

3. OUTHOUSE:

This is a small, battered-looking shack with a sagging door and the regulation hole in the seat.

4. BERTRAM'S DEN:

> Four large and comfortable chairs face a huge fireplace in the east wall, while a bare wooden table has four hard chairs placed around it. Crates of plates and mugs are stacked in the southeast corner.

If Bertram is in the bedroom, the door will be locked; otherwise, it stands open.

5. BERTRAM'S BEDROOM:

> A huge, soft bed is the major feature of this room. A desk strewn with papers and a hard wooden chair sit next to the bed. Several plain woolen rugs lie on the floor. A large brass-bound wooden chest rests against the north wall.

An examination of the documents will show them to be the very poorly kept bookkeeping records of the inn.

The chest is trapped with a dose of **slow** gas that will be released if the chest is opened without *a* key. (The key to the chest is in a niche carved into the underframe of the bed.) The gas will affect everyone in the room, no saving throw. The effect lasts eight rounds. The chest contains fresh aprons, a longsword, and routine items of clothing. There is a secret panel in the bottom of the chest, below which is stored Bertram's latest offering to the cult. He intends to deliver it to the temple as soon as the sum is rounded off: 136 gp, 496 sp, and 889 cp.

One rug conceals the trapdoor to the secret room in the cellar (room **18**).

6. LARGE GUEST ROOM:

> This room contains a bed, a storage chest, a table, and four chairs. A rough rug covers the center of the floor.

This is the chamber of **Derek Desleigh** (Assassin 4; AC 5; hp 15; #AT 1; D 1-6; S 14, I 12, W 8, D 16, C 14, Ch 7). There is only a 20% chance he will be here during the inn's normal hours, otherwise he will be in the common room (room **1**). Derek bears a Shortsword and wears **leather armor +1.** A long scar runs down the right side of his face, making his appearance bizarre and frightening. Derek is certainly the meanest person in Orlane: he considers a murder rushed if less than three hours elapse between the first wound and the coup de grace. He uses a slim dagger for this work, carrying the blade in a sheath at the nape of his neck.

Derek is the only person to somehow mask the fact that he was not charmed in his meeting with the reptile god. He is masquerading as a cult member, but his first priority always concerns himself. He follows the orders of the innkeeper in abducting persons from rooms 7-10, but he has been siphoning off many of the funds gathered by the cult. If his cover becomes shaky, he will leave town.

He has a locked iron strongbox under his bed, and he always keeps the key on a string around his neck. A poison needle trap in the lock could bring an abrupt end to the unwary (and unlucky!) thief who tries to pick the lock without removing the trap. The chest contains five gems (500 gp x 2; 450 gp, 300 gp, and 200 gp), 160 pp, and 1,087 gp. Three bottles are wrapped in a lush velvet cloth, each containing a clear liquid. They are a **poison** potion (save at +4 if only a sip is taken), a potion of **healing,** and potion of **gaseous form.** Each bottle contains one dose.



7. SMALL GUEST ROOM *(2 gp per night)***:**

This room has two large beds and a desk. The one-way secret door can only be opened from the far side, by releasing a catch and pushing it into the room. It is used for kidnapping guests (see **Cult Activities**).

8. SMALL GUEST ROOM *(2 gp per night)***:**

This room contains three beds, but is otherwise identical to room **7**.

9. CROWDED GUEST ROOM *(12 sp per night, per bed)***:**

This small room has four beds crowded into it, with a plain table and four chairs in the center. The secret door is the same as in rooms **7** and **8**.

10. POSH GUEST ROOM *(4 gp per night)***:**

This large room has a luxuriously soft bed, a small closet, and a nicely constructed table and chairs. Its fireplace is topped with an ornate mantle, carved with detailed images of sprites and dryads. The secret door is the same as the others.

11. CULT MEMBERS' ROOM:

> This room looks like common sleeping quarters. There are five armed men in this room, who rise when you open the door.

Cult members! The five men (NM; AC 6; hp 5 each; #AT 1; D 1-6) stay here, rarely venturing out of this or the neighboring room. They wear studded leather armor and carry shields and Shortswords. These cult members aid Derek in abducting inn guests and villagers (see **Cult Activities**). They take their meals in room **12**, and don't enter the common room (**1**) when customers are present. They have donated their worldly goods to the cult, and consequently are penniless. They will come out of their room to investigate a disturbance on the second floor, or if called by Bertram, Derek, or Snigrot.

12. CULT UTILITY AND DINING ROOM:

Two tables and eight chairs occupy this otherwise bare room. A tray with six dirty plates and mugs on it sits on one of the tables.

13. SMALL GUEST ROOM:

Iggy Olivero (AC 10; hp 4), a merchant from Hookhill, has been a long-time resident of this room. When traveling through Orlane several months earlier, he was foolish enough to take a room at the Golden Grain Inn, from which he was abducted and charmed. A ransom demand was sent to Hookhill, claiming that Iggy was in the hands of Dim Forest bandits. The money was long since paid, the proceeds going to the coffers of the reptile god of course, and the merchant will be returned to Hookhill as soon as enough cult members can be spared to give him a safe escort through the forest. Once home, the merchant will begin to pave the way for a cult chapter in that fair city. All of his belongings have been confiscated, so he lives here with merely the robe he wears. If discovered by adventurers, he will claim to be a prisoner, although his door is unlocked. As soon as possible, he will betray or escape his "rescuers."

14. DORMITORY ROOM:

This was a popular and inexpensive room before Bertram's conversion, though now it is used but rarely. Since guests are usually assigned to the ambush rooms across the hall, the only people who use this room are the cult members staying in the village for some reason. It is currently empty.

15. MAIN CELLAR ROOM:

The stairway from the kitchen ends in this dark and musty room with no windows. Many tables and chairs, some broken, are stacked against the south wall. Cobwebs cover much of the ceiling, filling in the spaces between the rafters. Two unlocked wooden doors flank the stairway, and the walls have many torch sockets arranged along them at neat intervals. One opens the secret door to room **18**.

16. WETGOODS STORAGE:

> A dozen kegs and casks of various sizes are kept here. The room has a dirt floor and the air here is damp and chilled.

Two small casks contain red and white wine, while the rest contain different types of beer. The outside cellar door is locked and barred from the inside. There is nothing else of interest here.

17. DRYGOODS STORAGE:

> This room has a wooden floor, upon which are stacked a number of crates and boxes.

These contain the necessary implements for the running of the inn: extra platters, utensils, cases of flour, grain and dried beans. There is nothing further of interest here.

18. SECRET MEETING ROOM:

The catch of the secret door is released by pulling down on a torch socket in room **15**. The room beyond contains a table, several benches, and a ladder rising to a trapdoor in the ceiling (to Beswill's room, **5**). In the southeast corner is a stout wooden door with a bar across this side holding it firmly shut. The room is otherwise empty.

19. UNDERGROUND PASSAGES:

> The corridor beyond the southeast door has been hastily excavated from the dirt, and is shored at 5' intervals with heavy timbers on the walls and ceiling. The ceiling is only 6' high. The floor is smooth dirt, and there is an odor of must and decay here. The air is unusually cold. Many rats scurry for cover as the door is opened.

The rats are harmless and will not attack.

20. CENTRAL CHAMBER:

> The corridor gradually descends away from the inn. At first, there is only 6' of headroom, but in this room the ceiling is 10' off of the floor.

Coiled around a rotting rafter is a constrictor snake (AC 5; MV 9"; HD 4+1; hp 16; #AT 2; D 1-4/2-8 + constriction). The snake will drop onto a character passing beneath it, surprising on a 1-5. If the group has stated that they are examining the ceiling, however, the chance for surprise is normal. Because of the chilly temperature, the snake moves at half speed and attacks at -2 "to hit."

21. SECRET TREASURE ROOM:

This secret door is made of canvas over a wooden frame, painted to blend into the earth of the chamber walls. It is not locked, since its construction is too frail to prevent a determined person from entering in any event.

The room beyond has a low (5') ceiling. The dingy chamber has three chests in it that are used to store the donations to the cult when they fill the chest in Bertram's bedroom. Since the entire hoard was moved to the temple and then to the naga's lair less than a month ago, all three chests are open and empty.

22. LARGE DIRT CHAMBER:

> This room appears empty, and is noteworthy only for the fact that the timbers at the far end have collapsed, leaving a pile of loose earth against the wall.

If the characters disturb the dirt they will awaken the **mudviper** there (giant poisonous snake, AC 5; MV 15"; HD 4+2; hp 19; #AT 1; D 1-3 + poison). Because of the chilly temperature in the chamber, the snake's movement and number of attacks are cut in half. It also strikes at -2 "to hit."

23. GHOULISH VAULT:

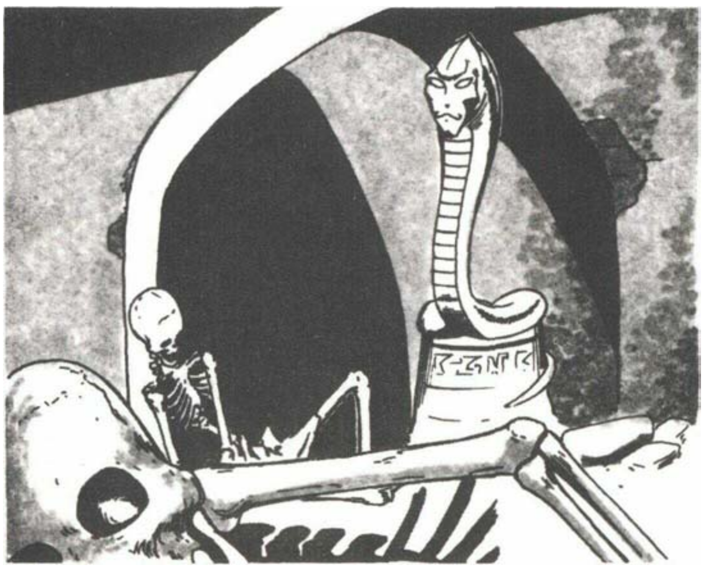
Herein lies the true horror of this small network of tunnels, and the reason for the bar across the outer door. Three ghouls (AC 6; MV 9"; HD 2; hp 8 each; #AT 3; D 1-3/1-3/1-6 + paralyzation) occupy this bone-littered room, surviving on rats and the occasional unfortunate captive or animal that is turned loose in the labyrinth.

24. STATUE OF THE NAGA:

The human face of this statue is the first thing seen by characters entering the chamber. This extremely authentic carving has been created out of several tusks of ivory, skillfully blended by a master craftsman and raised on a stone dais. It is worth 5,000 gp, but is equivalent in weight to 8,000 gp, so moving it will be very difficult. The statue may be broken into smaller parts to be moved, but each break will detract 1,000 gp from its total value. There is a 15% cumulative chance that each break will cause the statue to shatter into worthless scraps (previously separated pieces are worth 1,000 gp each).

25. EMPTY CHAMBER:

There is nothing in this area.



INN OF THE SLUMBERING SERPENT

Belba and Ollwin Cralloon's establishment is not fancy, but offers a homey atmosphere that most travelers find more pleasant than the cheerless Golden Grain Inn. In addition, prices are reasonable and the quality of food and drink is good.

1. COMMON ROOM:

If it is daytime, the shutters will be flung wide and sunlight streams into the room from a number of large windows. At night, three fireplaces give the room a cheerful atmosphere. During business hours, 2-8 customers will be here, enjoying a drink or five at the large table in the center of the room. (There is a 25% chance that one of the customers will be a spy for the cult from one of the outlying farms, however.)

Conversations here are cheerful, and occasionally rowdy or ribald, but Belba will not tolerate outright vulgarity. If wine is ordered by a newcomer, Ollwin will break out his homemade special and the first glass will be on the house. It is of exceptional quality, and there is an 80% chance that each character will find it to be the best he or she has tasted.

Ollwin is the only resident of Orlane who knows much about Ramne, since the old hermit occasionally comes to the inn to purchase supplies. The innkeeper knows that Ramne is something more than he seems, and senses that the oldtimer is of good alignment. If a party expresses a desire to get to the bottom of the town's mystery, Ollwin will suggest that they see Ramne.

Slumbering Serpent Price List

breakfast, fancy	2 sp	beer, pint	5 cp
supper	2 sp	beer, dark, pint	1 sp
supper, fancy	8 sp	malt, pint	2 sp
dinner, the works	1 gp	wine, white, pint	2 sp
grapes, bunch	2 cp	wine, red, pint	2 sp
soup, bowl	5 cp	wine, Orlane Special, pint	1 gp
		brandy, Keoish, gill	1 ep

2. KITCHEN:

The kitchen is just to the right as one enters from the common room. It is a neat, well-ordered cooking area, and Belba rules here with an iron mitten. Anyone venturing here is likely to be put to work washing dishes, peeling potatoes, or the like. Three ovens heat the room well, and the Cralloons usually eat at the small table in the center.

3. PARLOR:

Beyond the kitchen is a parlor or sitting room with several comfortable chairs, a large fireplace, a solid wooden table, and several shelves holding many varieties of potted plants.

4. BEDROOM:

The Cralloon's bedroom has a bed with a soft feather mattress, a desk, and several bookshelves supporting the business records of the inn. A large, walk-in closet is in the southeast corner, and here are all of the couple's clothes. A board in the floor of the closet is loose; beneath it are leather sacks holding 39 pp, 496 gp, 110 ep, 670 sp, and 896 cp.

5. OUTHOUSE:

The structure is simple, but clean.

6. WINERY:

This is Ollwin's pride and joy. Fermenting here are some of the finest grapes grown for many leagues, slowly turning into both red and white wines of excellent quality. The outer room is a small office with a desk and many records of different batches of wines, ranging back for nearly 40 years. The large inner room has huge vats of grapes in various stages of fermentation; two large clay jars, stoppered, at the west end; and two dozen casks of wine stacked against the north wall. In the center of the room is a huge bin full of fresh grapes.

7. LAVISH GUEST ROOM *(4 gp per night):*

This room has a luxurious featherbed, a closet, desk, table with chairs, and an empty trunk with a key in the lock. As with all of the guestrooms, this one is empty. (A traveler through Orlane is a rare creature these days.)

8. STORAGE CLOSET:

In this closet are extra sheets, pillows, and blankets for the bedrooms of the inn.

9. PRIVATE GUEST ROOM *(2 gp per night):*

This room has a fluffy featherbed, a desk, and a table with three chairs.

10a. - b. MULTIPLE-GUEST ROOMS *(8 sp per bed, per night):*

Each of these rooms contains several beds. They are otherwise bare of furnishings.

11a. - c. DOUBLE GUEST ROOMS *(15 sp per bed, per night):*

Each of these rooms contains two beds, a desk, and a chair.

12. CELLAR:

This is a large, open room supported by two central columns. Between the columns are many crates containing supplies for the inn; such as platters, mugs, towels, cheap silverware, a saw, an axe, and several spare hinges. More crates along the north and west walls contain stores of food: beans, grain, flour, potatoes, carrots, dried and smoked meat, and several kegs of beer. The outside cellar door is locked and barred when not in use. Many long planks have been piled along the south wall. A box containing a hammer and hundreds of nails sits on top of these boards. There is nothing here of special interest.

THE TEMPLE OF MERIKKA

Cult members! The temple of Merikka was dedicated to that benign goddess when it was constructed from granite blocks brought all the way from the Lortmil Mountains. However, the naga's possession of the two clerics and their servants has made a mockery of the church's original purpose. Although weekly services are still held to keep up the pretense, the clerics are among the cult's most adamant proponents. They play an active role in the deception of unsuspecting victims.

The granite wall around the temple is 20' high. The gates are strong and wooden. Carved into them with precise craftsmanship is an ornate carving of the chaotic good goddess Merikka, portrayed as a beautiful young woman. The temple building itself is made of solid granite blocks, and is completely windowless.

1. COURTYARD:

During the day, the courtyard is open. A broad path leads to the doors of the temple. The courtyard itself is empty except for a gardener, and its grounds are not well tended. If disturbed, the gardener (a temple servant; AC 8; hp 4) will rudely direct the characters to the main temple, then ignore them.

After dark: The gates to the temple are closed and barred from the inside, and two trained wolves are released to roam the courtyard. These will obey any of the five servants who care for them. The servants alternate the duty of patrolling, and two of them will be with the wolves at all times.

Wolves: AC 7; MV 18"; HD 2+2; hp 11 each; #AT 1; D 2-5
Servants: 0 level; AC 8; MV 12"; hp 4 each; #AT 1; D 1-6

If a fight breaks out, the three servants who are not on patrol will hear it and join their comrades.

2. OUTBUILDINGS:

The largest outbuilding is a kennel and private quarters for the wolves and servants who patrol the grounds at night. Adventurers investigating it will be rudely turned away. The other buildings house general supplies, farming tools, and the like.

3. CENTRAL SANCTUARY:

> This large room has a tile floor decorated with an abstract mosaic pattern in orange, tan, brown, and blue. Several tapestries decorate the walls, all depicting scenes of lush farmland and crops in various stages of maturity. Five huge elm trunks serve as columns in the room, and a statue of Merikka, carved from a solid piece of jade, is mounted on a low dais at the north end of the room.

If the adventurers are just visiting, they will be met in this area by **Misha Devi,** a priestess of the temple (see room 9). She will caution them that non-members are not allowed beyond this area. She will answer questions politely and try to find out what the characters are doing in the area without revealing any information of importance. She will not let the characters get too close to her, and if the party is hostile, she will flee and warn the rest of the temple. Alternately, the DM could have the characters meet a temple servant, with similar results.

The statue of Merikka is worth 5,000 gp, but weighs the equivalent of 10,000 gp.

4. MEETING ROOM:

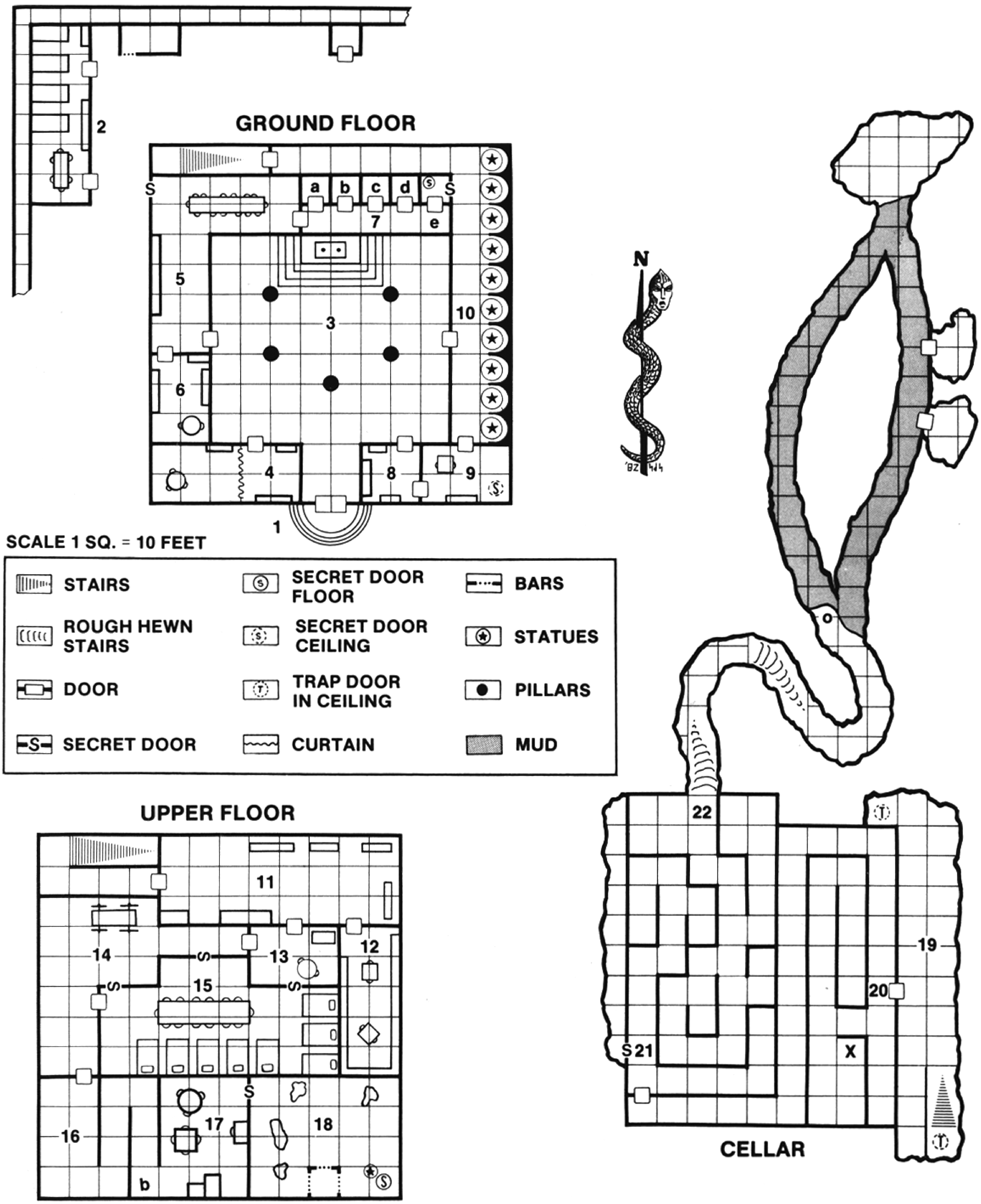
> This is apparently a larger room, divided by a rich blue drapery just west of the door. The area that you see is empty except for three plain wooden benches.

Behind the drapery is a softly carpeted room with three comfortable chairs placed around a low table. A small shelf to the side holds several unopened bottles of Orlanian Special wine, and a half dozen glasses.

5. DINING HALL:

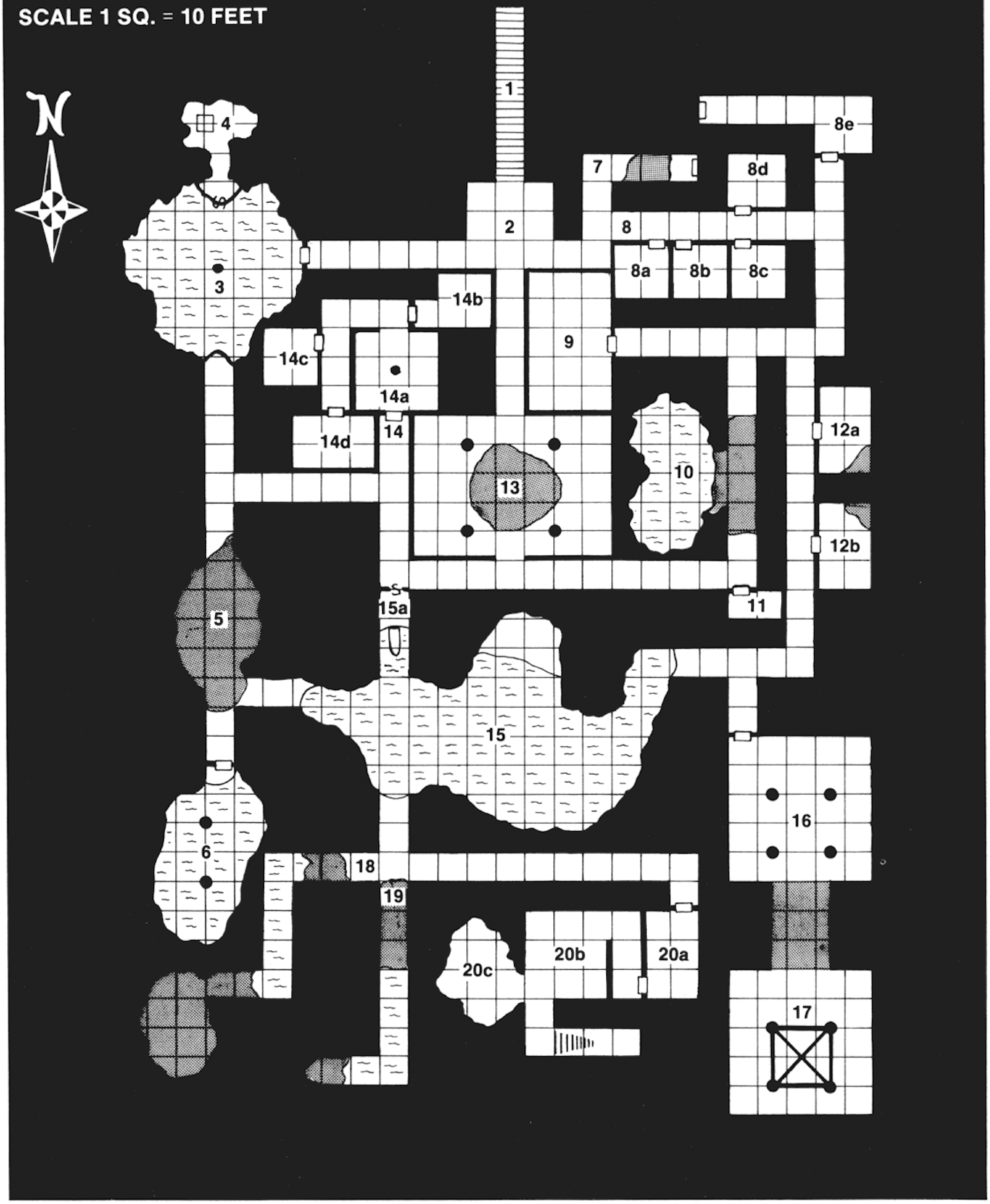
This is the room where the clerics, monks, and servants all take their meals together. The pretense of goodness is maintained in a handsome display case, which contains examples of some of the finer harvests to come from the Orlane area: a huge carrot, a plump ear of corn, a cluster of tall wheatstalks, and a bottle of the local wine.

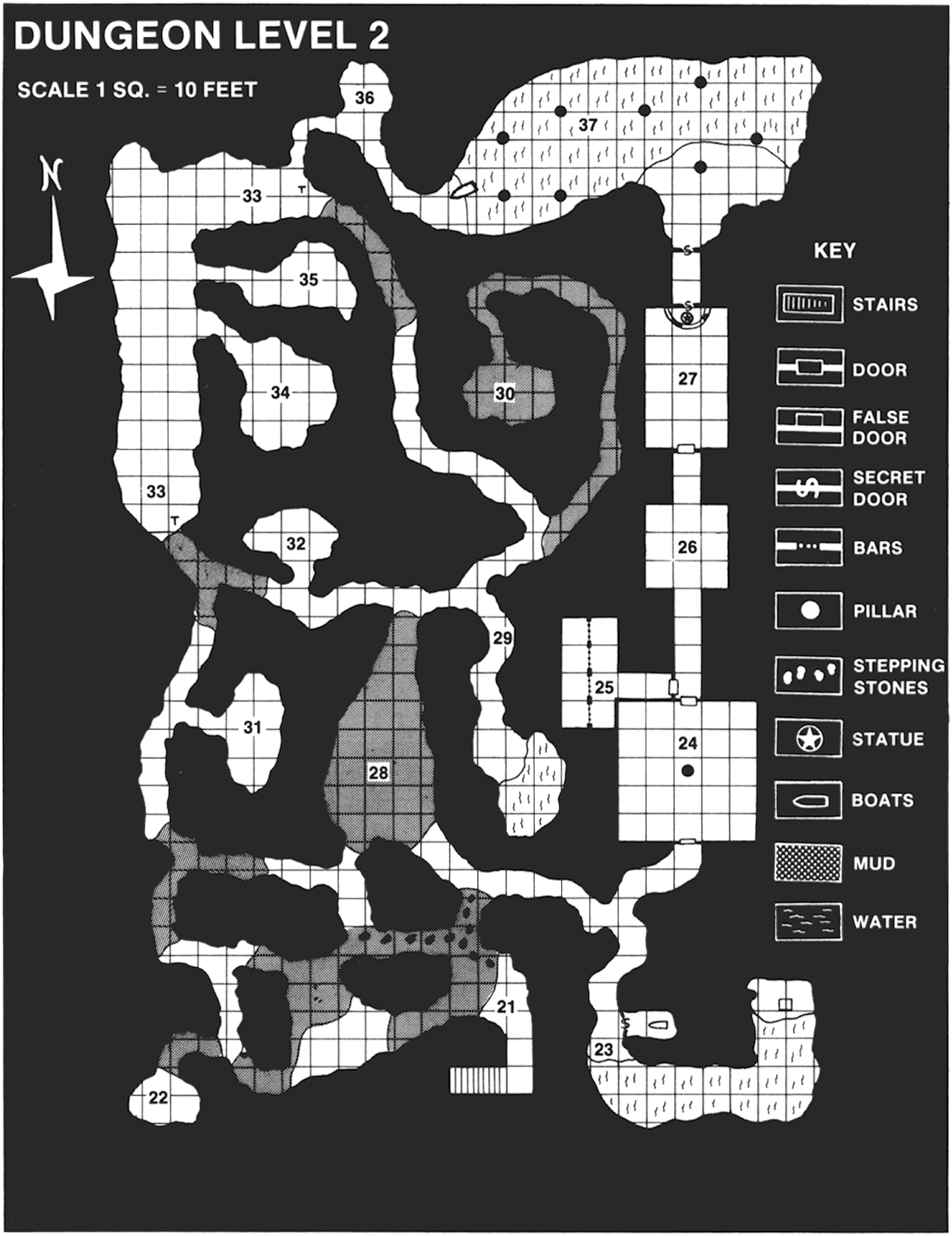
TEMPLE OF MERIKKA



DUNGEON LEVEL 1

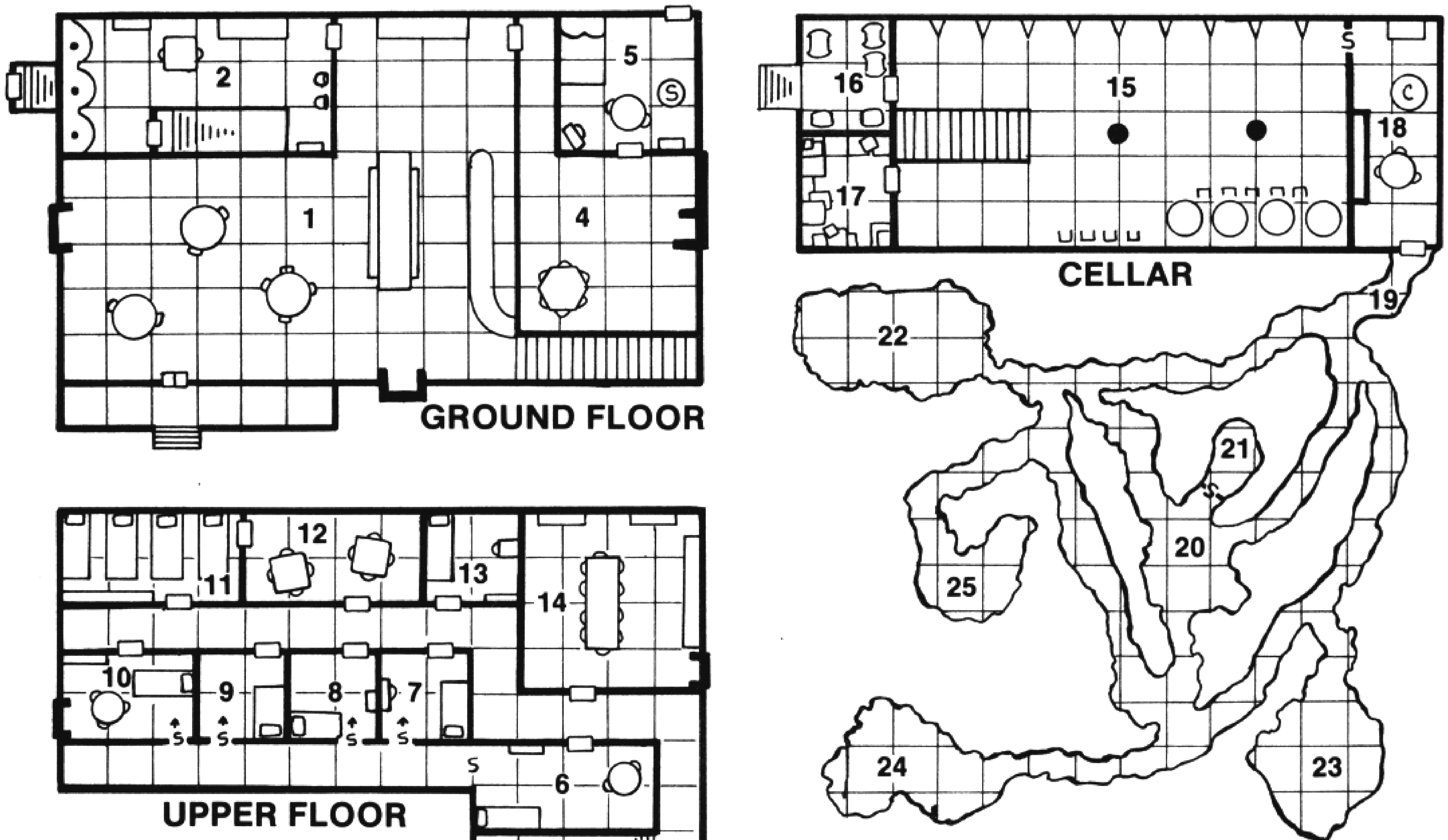
SCALE 1 SQ. = 10 FEET

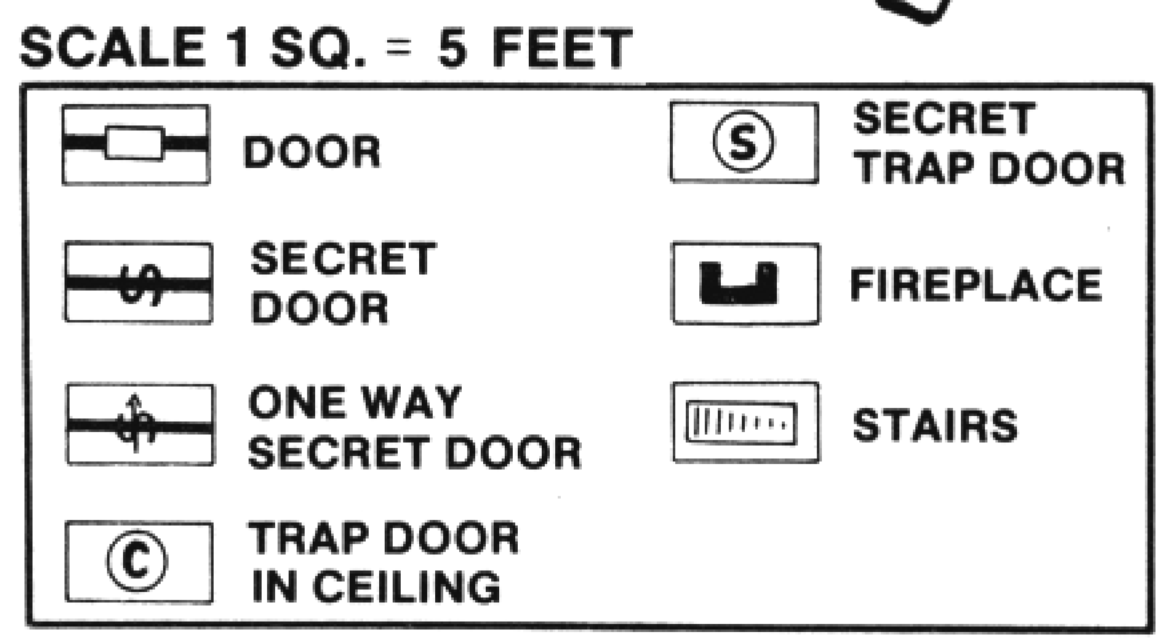




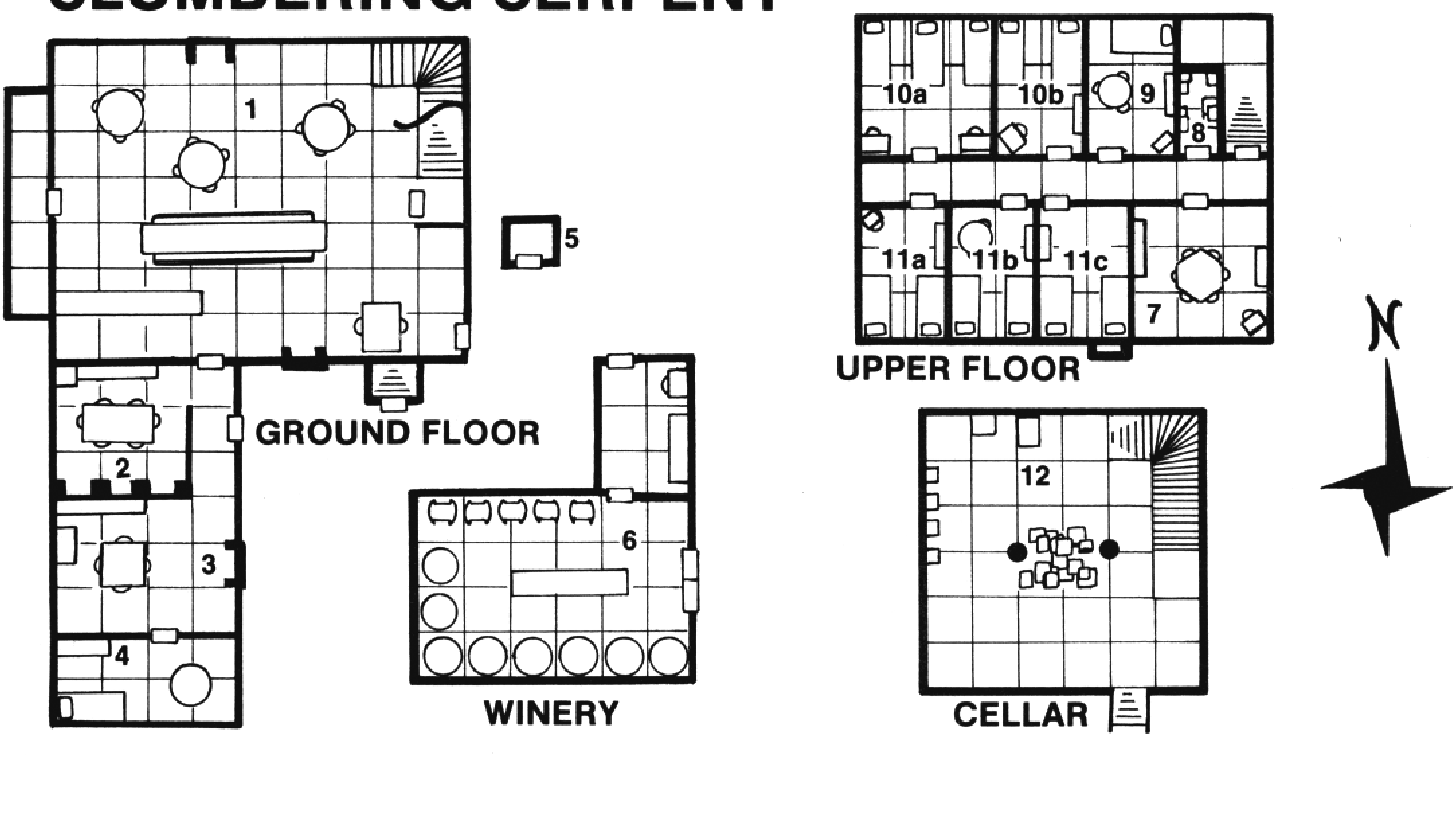
DUNGEON LEVEL 2
SCALE 1 SQ. = 10 FEET
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KEY
STAIRS
DOOR
FALSE DOOR
SECRET DOOR
BARS
PILLAR
STEPPING STONES
STATUE
BOATS
MUD
WATER
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GOLDEN GRAIN INN





INN OF THE SLUMBERING SERPENT



6. KITCHEN:

Three medium-sized ovens occupy the south wall, while cupboards take up most of the storage space. A small table is in the center of the room. The cupboards contain grains, flour, beans, carrots, and dried meat; as well as pots, pans, platters, cups, and utensils enough to serve large and elaborate meals.

7a. - e. MEDITATION CELLS:

These were formerly used as places for clerics to pray to the gentle Merikka, but that use is long forgotten. Now each contains a only a simple reed prayer mat.

a. This cell is empty except for the reed prayer mat.

b.-d. Each of these cells is occupied by a single evil monk (Monk 4; AC 7; MV 18"; hp 12 each; #AT 5/4 rounds; D 1-6).

e. The prayer mat in this cell covers a trapdoor to the lower level (area **19**).

If the west door to the cell area is opened, all three monks will be ready for combat (no surprise), but they will not fight unless one of the cell doors is opened. When this occurs, the one who has been disturbed will fight in his room, while the other two will spring into the hallway to the aid of their fellow. All three will fight with bare hands. They have no treasure—their cells are bare except for the reed mats on the floors.

8. MISHA DEVI'S OUTER CHAMBER:

This room is bare except for three wooden benches. The east door (locked) leads to the quarters of **Misha Devi** (room **9**).

9. MISHA DEVI'S QUARTERS:

Misha Devi will be found here during the evening, and 50% of the time during the day. If not here, she will be tending to business in another room on the ground floor of the temple.

A small bed, a trunk, and a desk are the only items in the room. The trunk is not locked and contains only a few clothes and, perhaps, her chainmail armor, shield, and mace. Under the bed is a trapdoor leading to the lower level of the temple (area 19).

Misha is a slender and attractive young woman who has been a cult member for nearly a year (C3; AC 9; hp 15; #AT 1; D 1-6; S 12, I 12, W 16, D 9, C 10, Ch 15). She wears a **ring of protection +1**, and a snakeshead amulet around her neck that is made out of gold and has two 200 gp rubies for eyes. The amulet is worth 1,000 gp intact. Misha has a suit of chain mail and a shield in her trunk that she will don if given warning of an attack (AC 3). She wields a mace. Originally dedicated to Merikka, Misha now seeks to undo her former service in the advancement of the cause of the reptile god.

Her spells are:

First level: detect good; darkness (light reversed); **detect magic; cure light wounds**
Second level: augury; silence; hold person

10. HALL OF STATUES:

> This hall has a gleaming white tile floor and a series of alcoves along the east wall. Each alcove is lined with black velvet to highlight the beautiful golden items there.

All of these statues represent plants that Merikka's benign blessing helps to nurture. Each contains an amount of gold equal to 500 gp, but the workmanship of the statues makes them worth 5,000 gp each. From north to south, the niches contain replicas of a stalk of wheat, a potato, a cluster of oats, a cornstalk, a large carrot, three turnips, a bunch of grapes, a cluster of barley, and a pile of beans—intricately molded statues of pure gold.

The fact that the reptile god's minions have let the exquisite items remain in their traditional spots should suggest that it is best not to tamper with them. This is true, since **Merikka's curse** will immediately befall anyone who touches one of them.

The effect of this curse is similar to that of the reverse of the third level clerical spell **remove curse,** but is more difficult to remove. Curses from touching more than one item are cumulative, but only the individuals who actually handle the statues are cursed. Thus, if a character disturbs three of the objects, three curses would be received. (If more than one curse indicates that an ability score is lowered to 3, it will be a different ability each time.) A saving throw vs. Spells is allowed for each curse, with those saving still suffering a -2 penalty on all dice rolls for three days. Failure means the curse will be permanent until a cleric of at least 12th level casts a **remove curse** and an **atonement** on the culprit.

11. GUARDROOM OF THE UNDEAD:

> This bare room contains only some wooden benches and 8 skeletons standing against the walls between them.

These undead (AC 7; MV 12"; HD 1; hp 5 each; #AT 1; D 1-6; SD half damage from edged weapons) will remain motionless until a living creature enters the room. If that creature makes the secret sign of the cult as it comes through the door, the skeletons will remain motionless and allow it and anyone with it free passage through the room. If no secret sign is made, the undead will attack as soon as the first creature has entered the room, fighting until they are destroyed or the intruders driven off.

12. LIBRARY:

> This room contains many shelves of books, and two small tables.

Most of the volumes deal with mundane aspects of agriculture or religion. The most ornate book in the room is on one of the tables, entitled: ***A MOST WORSHIPFUL GUIDE TO BENIGN MERIKKA.*** The huge and richly embossed volume will not fit on any of the shelves. It contains many colorful paintings and was formerly very valuable, but all of the illustrations have been crudely defaced. Some of the pages have rusty brown spots on them.

13. SMALL MEETING ROOM:

> This chamber contains a small table and two comfortable chairs, with an unopened wine bottle and two clean glasses on a shelf in the corner.

As soon as a party enters room **13** or **14**, the goblins in room **15** will spy upon them through slits in the secret doors. All of the secret doors are one-way only, from **15** into **13** or **14**. When the entire party has entered room **14**, the nine goblins will attack (AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6). They will attack in groups of three, one trio through each secret door.

14. TORTURE CHAMBER:

> A rack and a table with heavy straps attached to it occupy the center of the room, and an iron maiden stands in the corner. Several empty pine boxes, about 6' x 2' x 3', are stacked against the west wall.

What was formerly a storage room for the ample supplies of grain and vegetables that the faithful provided for their clerics' disposal has now been outrageously defiled. It is here that Derek Desleigh does much of his dirty work. Misha and Abramo also use the devices as a means of coaxing information from reluctant citizens before they have been converted.

15. GOBLINS' QUARTERS:

> This room is barren, except for nine straw mats and a low, crudely-built table.

The nine goblins who live here were captured by the cult's members in the Dim Forest and dragged to the dungeon of the reptile god. There, they were charmed and ordered to serve as temple guards, out of sight of the citizens of Orlane (see room **13**).

16. ANTECHAMBER:

The door to this area is unlocked. When it is opened, several small bells attached to it will chime softly.

> The walls of this chamber are scratched, stained, and covered with strange markings. Loose chips of stone lie scattered on the floor. Aside from the southeast exit, the room appears empty.

This is the antechamber to the quarters of **Abramo,** originally a cleric of the gentle Merikka. His charming by the naga and resultant alignment change has seriously unbalanced his mind. He has scrawled meaningless gibberish on the walls of this room with soot and colored pigments.

Abramo will always be around the double corner at position **b**, watching the party. He will flee if the party appears too strong, but he will otherwise attack as suggested later.

Abramo is a 7th level cleric (C7; AC 1; MV 12"; hp 28; #AT 1; D 1-6; S 13, I 10, W 17, D 15, C 12, Ch 9). He always wears his **chainmail +2** (even in bed!), and his shield and mace will be handy. His spells are:

First level: curse (reversed **bless); command; cure light wounds; detect good; cause fear** (reversed **remove fear)**
Second level: speak with animals; spiritual hammer; snake charm; detect charm; silence
Third level: animate dead; cause blindness; prayer
Fourth level: undetectable lie

A good strategy for Abramo is the following sequence of actions:

Prayer self, with party in area of spell effect.

Cast **silence** on a coin and toss it into the party as they round the corner (thus negating party spellcasters).

Charge the lead characters and melee, keeping the party jammed into the confined **(silenced)** space.

If things go badly, he can run into his room and bar the door.

The DM may want to change this strategy if the party is very low level or the players are new to the game. Alternately, Abramo can be given a **sanctuary** spell or a few henchmen if the party is very strong. The DM may wish to playtest key encounters like this one against the party characters before actually running it for the players; this can give a good feel for game balance.

17. ABRAMO'S CHAMBER:

> This room is decorated in a bizarre fashion. There is a dirty straw pallet on the floor, yet two soft and expensive armchairs rest at a low table. A beautiful robe hangs on the wall above a battered, locked chest, while the floor is strewn with muddy rags. An exquisitely crafted wooden desk has been placed near the northeast corner of the room. At various points around the walls, small iron hooks for hanging tapestries have been set into the stone.

There is nothing of value in this room. The rags are barely recognizable as tapestries. At one time, these showed pastoral harvest scenes. The desktop is covered with insane scribblings in the lawful evil alignment tongue: "Snake mother..." and "A crocodile has many teeth" are examples of Abramo's scrawlings. The chest contains only ripped clothing of poor quality, and worthless fragments of ivory that once made up a statue of Merikka.

The secret door to room **18** used to be masked with a tapestry, and now may be detected at +1. It is opened by simply pulling a hidden switch on the desk. This door can be barred from the other side. If Abramo passes through the door and bars it, he will be able to escape through the secret door in room **18** before the party can break in.

Abramo carries a ring of keys on his belt at all times, including the keys to his chest and the chests in room **18.**

18. SECRET ALTAR ROOM:

> This large room is dirty and unkempt, with shards of rock lying around four crude granite statues standing about the room in haphazard locations. In the southeast corner is a polished jade figure of a snake with a female human head that is set apart from the other statues by its obviously superior crafting and material. Near it, a small cage with iron bars holds the listless figure of a beautiful young woman clothed in tattered rags. In addition, two brass-bound chests sit next to the east wall.

This chamber provides final proof of Abramo's corruption. The woman, **Cirilli Finla** (AC 10; hp 2), is really no more than a girl. She is the daughter of the village storekeeper. Her listlessness will vanish with the prospect of rescue. She made the trek to the naga's lair with the rest of her family; but some untapped reserve of courage and determination prevented her from succumbing to the charm. Her youthful appeal struck a chord somewhere in Abramo's demented subconscious, and he brought her back as his personal prisoner. She has been beaten and mistreated over the last three months, but her spirit has not been broken. If Abramo is not yet dead, she will attempt to kill him if she gets the chance.

She has seen the effect of the charm on her family and will not wish to return to them. She understands that they would only betray her, unless the charm can somehow be broken. Cirilli will relate everything that she knows, but under no circumstances will she return to the lair of the reptile god. Cirilli knows that the chests were emptied recently, so the hoard is now quite meager (12 gp, 14 sp, and 29 cp).



The jade statue is a skillfully carved image of the naga, whom Cirilli will name as **Explictica Defilus**. Shades of violet, brown, and green jade have been blended into a masterpiece of evil. Light from torches or lamps will cause the colors to swirl and shimmer in an almost hypnotic pattern. The statue is worth 7,500 gp intact, and weighs that much in gp equivalent. It is impossible to break into smaller parts while retaining any of its value.

The other statues in the room have been chipped from granite, and are as ugly as they are poorly crafted. Abramo created them himself, and gleefully explained them to his captive; so the lass can identify them as a crocodile, two large lizards, and a coiled cobra. The fragments of rock are the remnants of a statue that has been shattered. At one time it was a likeness of Merikka.

Behind the statue of the naga is a secret trap door that leads to room **9** on the ground floor level of the temple. Only Abramo knows about it, and he will use it to escape if hard pressed.

19. HIDDEN HALLWAY:

This hallway connects rooms **7e** and **9**. It is entered through either of the two hidden trapdoors. The walls, floor, and ceiling are of rough stone.

20. MAZE:

This small maze has been built in a formerly empty storage room. The walls of the maze are studded with iron spikes at odd intervals and heights. Here, the cult members have captured and charmed a small ogre (AC 5; MV 9"; HD 4+1; hp 13; #AT 1; D 3-8 (1d6+2), keeping it in a nearly starved state. It will not attack a person or group making the sign of the cult, but all others are fair game. The ogre waits at the position marked with an "**X**" on the map, but will always hear the door open and move to investigate. As with most cult members, it has no treasure of its own.

21. SECRET DOOR:

The secret door of the maze is opened by pulling on a low spike in the proper wall section. It leads to a narrow, dirt-filled crawlspace. At the far end is the year-old grave of a courageous temple servant who tried to resist the kidnapping by the cult. The body is very old, and wrapped in a rotting leather tunic. Nothing of value may be found here.

22. TROGLODYTE TUNNELS:

> This earthen tunnel has no stone shoring or supporting timbers. Consequently, much fresh dirt lies on the floor.

Two sets of earthen stairways descend a total of 80' before the passage forks. Here sits a squat, mushroom-shaped lump about 4' high.

This shrieker (AC7; MV1"; HD 3; hp 15, #AT0) has been placed as a watchfungus. The four troglodytes (AC 5; MV 12"; HD 2; hp 8 each; #AT 1, D 1-6 with stone axes; SA revulsion odor) in the room at the north end of the tunnels will certainly hear the shrieker's alarm if the party is careless, and move to attack.

The shaded sections of the tunnel have about 1' of mud collected on the floor. These areas slow walking movement to 1/2 normal normal speed (applies to troglodytes also). The four troglodytes will split up, a pair advancing down each tunnel. They will attack any enemies they meet, and if the party has all gone down one tunnel, the two troglodytes that they do not meet will come around to attack from behind.

In the eastern corridor are two solid wooden doors set into heavy frames that are barred on the outside. They are used occasionally for storing prisoners, but are now both empty.

In the troglodyte's lair at the end of the tunnels is a small chest buried in the dirt by the north wall (the excavation will be noticed as if it were a secret door). The chest is locked, and the key is buried in the loose dirt at the mouth of the chamber. The treasure contains 45 gp, 89 ep, 204 sp, 460 cp, and a silver **brooch of shielding** (absorbs 30 points of damage).

CULT ACTIVITY AS TIME PASSES

Kidnapping Party Members. If the party decides to stay at the Golden Grain Inn, the cult will act immediately to capture some of the characters. To set this up, let the characters select their rooms (Beswill may try to split them up). As DM, ask about their sleeping arrangements, being sure to mention that sleeping in armor is uncomfortable and may attract parasites or disease (most characters will probably be AC 10, though a generous DM may allow base protection of up to AC 8, leather).

The targeted individuals will be those in the room with the smallest number of occupants. The attack will come between 2:00 and 4:00 in the morning. If only one or two people are in the room, Misha Devi, Derek Desleigh, and the five lackeys from room **11** will make the attack. If more than two people must be dealt with, both clerics and the three troglodytes from the ruin of the Foaming Mug Inn will join Derek and his cohorts. (Note: Players may have to be separated briefly while the kidnapping is enacted, since those staying in other rooms will not know what has happened.)

Misha will cast a **silence** spell upon a small stone, silently open the hall door with Bertram's passkey, then cast in the stone to cover the room in silence. Two lackeys will enter by the door, while three come through the secret door ahead of Derek. If the larger group is needed, all lackeys will attack through Misha's door, while the troglodytes precede Derek and Abramo through the secret door.

Under cover of the **silence,** which prevents those in its area from spell casting, the cult members will attempt to overpower and bind the prisoners. (The DM may use the **Non-Lethal Combat System** from the **DMG**; or just use the normal combat system, counting characters reduced to 0 hp or below as knocked out instead of killed.) The clerics may continue to cast supporting spells from outside the silenced area, if desired. If any of the victims manage to wound a troglodyte, it will release its revulsion odor. The smell will affect every human and demihuman in the room, and has a 25% chance per room of alerting characters in either of the two neighboring rooms. If the battle starts to go against them, the cult members will flee.

If the kidnapping is successful, the victims will be removed to the secret room in the cellar of the inn, where Derek will stay to keep an eye on them. All of their valuables (including magic) will be confiscated for the chests in temple room **18**, although there is a 66% chance that Derek will manage to skim 10-40% of the cash off the top. They will be kept in the cellar for 24 hours, and on the following night they will be moved to the cells in section **22** of the temple. After 3-18 (3d6) days, an expedition will be ready to depart for the dungeon, and then—again in the middle of the night—the prisoners will be started on the road to the reptile god. The expedition will include the four troglodytes from below the temple, **Donavan Allard** from the constable's office (**2**), and two of the men from farm **18**. Any other prisoners taken by the cult during this time will also accompany the group, but treasure will only be carried if one of the chests in the temple has been filled. If a chest is brought, the prisoners will carry it.

The Naga. Once at the dungeon, the prisoners will be marched directly to **Explictica Defilus** and confronted with the naga's gaze (save vs. Paralyzation or be **charmed**). Newly converted members, and those who attempt to disguise the fact that they have not been charmed will remain with the naga for about three hours. During this time she will talk to them and wrap them in her coils. It is 80% (-1% per level of experience) likely that those who have not been charmed will react with revulsion toward these advances, thus revealing their deception. (**Example:** a 3rd level character would have a 77% chance of being discovered.)

All those who fail to become charmed will be placed in dungeon area **23**, where they will remain for 2-8 weeks. After this time they will be fed to a group of the hungry reptiles that roam the underground lair (75%) or killed and animated as zombies (25%).

Those characters that the naga charms will be pumped for information. After several days, they will be assigned to serve in the cult as given on the table (roll percentile dice for each initiate):

01 — 40	Serve as guards in dungeon area **8**
41 — 60	Serve as lackeys at the Golden Grain Inn
61 — 80	Serve as guards and servants at the temple
81 — 95	Escort Iggy Olivero(the merchant at the Golden Grain Inn) to Hookhill, and help him start a cult chapter there
96 — 00	Serve as Explictica Defilus' personal bodyguard in dungeon area **37** (males); or assist the cleric in dungeon area **27** (females)

Kidnapping NPCs. If the party does not stay at the Golden Grain, cult activity will not be directed at them immediately. In that case, there is a 10% chance each night of the cult attempting to capture a citizen or family from the village. When an attempt is made, roll 1d6 on the **Cult Target** table. If an attempt is made on a given night, however, the next four nights will pass with no activity; and then the 10% checks will begin again. These checks are also taken if the player characters leave Orlane for a time without destroying the cult there.

Cult Targets in Orlane

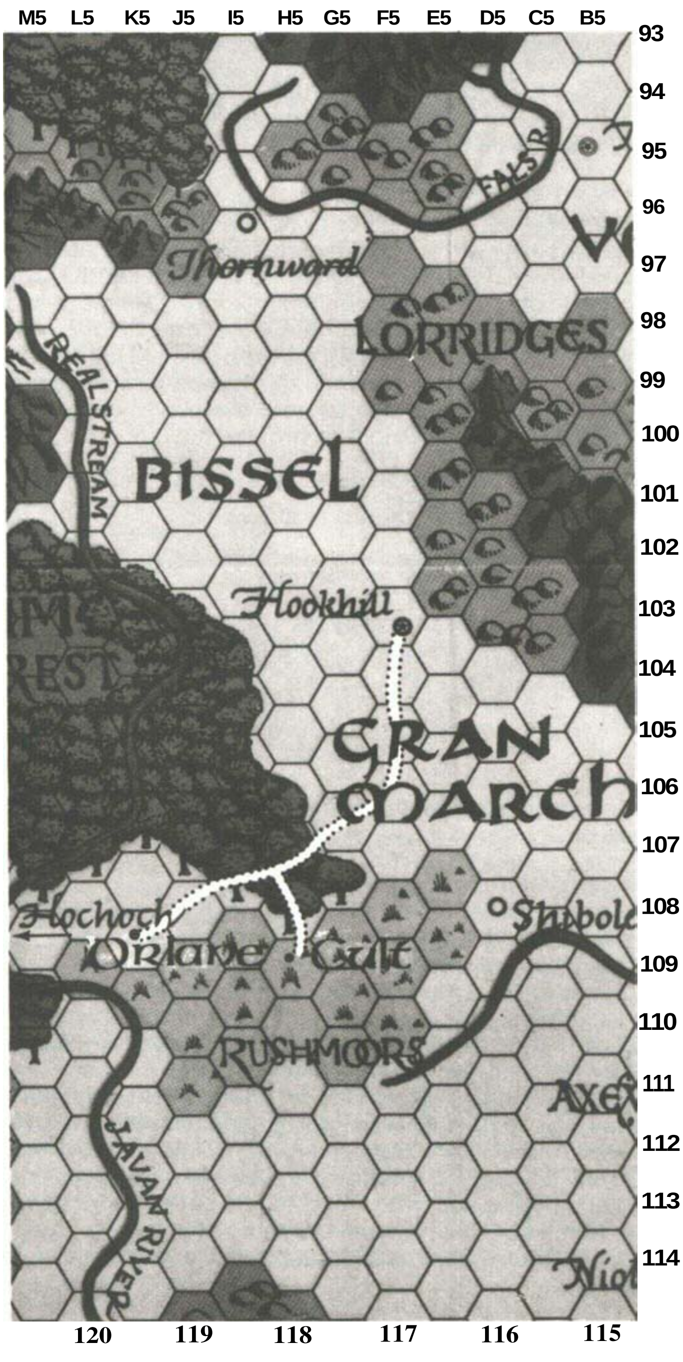
1 Widow in cottage **20**
2 Tailor in house **11**
3 Elves in cottage **9**
4 Jeweler, wife, and guard in **7** (betrayed by the spy)
5 Liveryman and family in **8**
6 Weaver and wife in **5**

The numbers after the victim's names refer to their location on the map of Orlane.

The attack pattern in these cases will vary only slightly from that used at the inn. The clerics will call on their victims between 9:00 and 10:00 at night. When they are inside the home (or if they are denied admittance, as the widow and elves will do), one will cast a **silence** spell. Derek, his lackeys, and the three troglodytes will then charge in and proceed with the abduction, taking the prisoners directly to the cells in temple area 22. The time schedule wilt be stepped up with local residents and they will be started on the road to the dungeon the following evening. After being charmed, they will return to their positions in the village with all possible haste. Those saving vs. the naga's charm will meet the same fate as characters; i.e. imprisonment followed by death at the jaws of hungry reptiles or enslavement. Unless party members are in a position to intervene, these attacks will automatically be successful.

***Charmed* Player Characters:** Characters who meet the gaze of the naga and become charmed can be a special problem for the DM. The player should be taken aside, the situation explained, and the player encouraged to play the situation in character—as a loyal follower of the naga! If the player cooperates, the situation can become very interesting; if not, the DM should disallow actions he deems out of character. If the player is uncooperative to the point of trying to aid the other players, this is extremely unfair—the DM should disallow actions by other characters based on such aid. A charmed character may also be run as a NPC by the DM.

The Captured Party: In the course of the adventure, it is possible that an entire party may be captured. While it is possible for the DM to declare the adventure over, it is often more interesting to keep the plot going. Clever characters may work out a plan of escape, or an opportunity might present itself. Outside rescue cannot be dismissed, as long as Ramne, the ranger, and the mayor are still active. The most important consideration is that the players assume key leadership roles as often as possible.



TRAIL TO THE REPTILE GOD'S LAIR

The trail (GREYHAWK hexes ***112/J5; 111/I5; 111/H5; 112/H5).*** It is assumed that the players have now determined that the cult headquarters are not located in the village. If Ramne goes as an advisor, he will not use his spells unless the success of the expedition is jeopardized, and he will certainly save his **minor globe of invulnerability** for the confrontation with the naga herself. He will counsel that departure be delayed until any lost hit points and spells can be restored.

The route of the cult members (both human and reptilian) from Orlane to their dungeon headquarters occupies four days travel time. The first day will be spent crossing the plains east of Orlane. Few, if any, monsters will be encountered here. The second and third days will be spent crossing through the Dim Forest. It is very likely that unfriendly beings will attempt to molest the group beneath those dark boughs. The fourth day will find the party slogging through the mire of the Rushmoors. It is a virtual certainty that some of the marsh's inhabitants will be encountered here.

Appropriate wandering monster charts are given for each area in the corresponding section of the module.

The DM must remember that it is important that the party get to the dungeon. Encounters that are obviously too strong for the group (especially if they have been weakened by previous encounters) should be reduced or bypassed—for example, the party might come across a predator's kill or war party's trail instead of the the actual monsters; or they might be able to sneak past a monster that is otherwise engaged. On the other hand, a very strong party might encounter up to double the number of creatures or more. In all cases the DM should match the challenge to party strength and to the general flow of the adventure.

Whiskers can follow the trail of the troglodytes automatically, although the DM may want to roll some percentage dice to make the party apprehensive. If Ramne and Whiskers are not accompanying the group, a ranger may attempt to follow the trail. Use the table in the **Players Handbook** to determine success, modified as follows:

A. Add +25% to the roll due to the oft-used state of the trail.
B. Dice must be rolled for each day spent crossing the plains or forest. (The trail in the swamp is obvious.)
C. If no cult members have used the trail during the adventure, assume that seven days have passed since the last one traveled it.
D. Losing the trail means a one day delay. A subsequent success means the trail has been found.

Crossing the Plain. The first day of travel from Orlane will be spent crossing the grassy plains east of the village. The farther from Orlane the party progresses, the fewer signs of civilization will be seen. Most of the farms here have been abandoned or are occupied by cult members. No travelers have been met, since the trouble in Orlane has put a halt to the caravan traffic. At the end of a day of traveling, the farms will be left behind and the trees of the Dim Forest will be visible in the distance. The trail has been following the track to Hookhill thus far, but the party will need to pause for the night.

A wandering monster check should be made for the first night. Roll a d6, with a result of "6" indicating an encounter. If a monster happens along, check the Dim Forest wandering monster table to see which of the Forest's denizens has wandered out onto the plain.

Through the *Dim Forest.* Early on the second day of travel, the party will enter this region of permanent twilight. Moss dangles from the limbs over the party's heads, and no sunlight pierces the thick greenery of the ancient trees. This is a hushed wood; the common sounds of squirrels and birds are missing. Several hours after entering the forest, the trail to the dungeon parts from the track, veering sharply to the right. Because of the lack of sunlight there is little underbrush, so the party may walk two or three abreast if they desire. The remainder of this day and all the next are spent following a faint trail across the forest floor.

Wandering monster checks in the Dim Forest should be made once each day and twice each night spent therein. If an encounter is indicated, roll a d8 to determine what is encountered.

Dim Forest Wandering Monster Table

1 Goblins: (2-8) AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D 1-6
2 Wild boar: AC 7; MV 15"; HD 3+3; hp 18; #AT 1; D d10+2
3 Troglodytes: (1-4) AC 5; MV 12"; HD 2; hp 8; #AT 1; D 1-6; SA revulsion odor
4 Ogre: AC 5; MV 9"; HD 4+1; hp 16; #AT 1; D 1-10 (carries sack with 17 gp, 88 sp)
5 Zombies: (1-6) AC 8; MV 6"; HD 2; hp 8; #AT 1; D 1-8; always attack last in round
6 Wolves: (1-4) AC 7; MV 18"; HD 2+2; hp 9; #AT 1; D 2-5
7 Black Bear: AC 7; MV 12"; HD 3+3; hp 18; #AT 3 D 1-3/1-3/1-6 + hug for 2-8
8 Skeletons: (2-8) AC 7; MV 12"; HD 1; hp 4; #AT 1; D 1-6

Once a group of wandering monsters has been met, it will not be encountered again.

The Muck of the *Rushmoors.* At the end of the second day of travel in the forest, the trail will reach the edge of a broad and fetid marsh. Thick rushes, interspersed with patches of scummy water, stretch as far as the eye can see (even if someone climbs one of the trees at the edge of the forest). Further advance will involve wading through one or two feet of water and slimy mud. The good news is that the trail is very obvious here, since the rushes have been crushed out of the way to open the passage. It will take one full day of travel to cross the short distance to the mouth of the dungeon, since movement is very slow here.

Because the swamp is teeming with awful things, four wandering monster checks should be made during the crossing. If two have resulted in encounters, however, disregard any remaining checks. Use a d4 to determine the beast or beasties encountered.

Rushmoors Wandering Monster Table

1 Giant Leeches: (1-4) AC 9; MV 3"; HD 1; hp 5; #AT 1; D 1-4; SA blood drain
2 Stirges: (1-6) AC 8; MV 3"/18" HD 1+1; hp 5; #AT 1; D 1-3 SA blood drain
3 Troglodytes: (1-4) AC 5; MV 12"; HD 2; hp 9; #AT 1; D 1-6 SA revulsion odor
4 Giant snapping turtle: (small specimen!) AC 0/5; MV 3"//2"; HD 4; hp 17; #AT 1; D 2-12

If the party elects to travel at night, the trip will still take four periods of travel broken by three rests. There will actually be a greater chance of encounters at night, since most of these creatures are nocturnal; so add an extra check each night.

THE DUNGEON OF THE REPTILE GOD

The Dungeon (GREYHAWK hex *112/H5).* After a wearisome trek through a seemingly endless sea of rushed, the adventurers will see a low barrier in front of them. Soon thereafter, they will reach this barrier—a circular dike made from mud and wood. The dike holds the swampwater back from a small island of dry land, barely fifty feet across. If the tired band of adventurers elects to spend the night here, they will have no encounters. They will have to rest soon, however, or begin to suffer from fatigue (-2 from all "to hit" rolls).

If the players ask, they will find that the water level in the swamp is above the entrance to the dungeon. Thus, if the dike were destroyed, the labyrinth would slowly fill with water. If the group should attempt this at the present time, however, the dungeon's inhabitants would soon emerge to see what was causing the leak. The dike would quickly be repaired, and party members fleeing through the marsh would soon be overtaken by monsters capable of much swifter movement in the mucky environment.

If Ramne is present, he will strongly advise against flooding the dungeon before exploring it, mentioning that there may well be helpless prisoners somewhere down there. (**Special note:** If Ramne is not present, or is killed, the party should find a scroll with a **minor globe of invulnerability** spell and a **dispel magic** spell (7th level caster ability) before they reach the final encounter. They will need these spells to have a chance against the naga).

Entry to the dungeon is easy, since there is a gaping hole in the ground at the center of the dry land. If a character looks down this, he will see a muddy set of wooden stairs descending into the earth. The corridor within is about 10' high and the same distance wide.

General Description of Dungeon Conditions. The lair of the reptile god differs somewhat from the average subterranean setting in that it has been excavated in an area of soggy dirt, not rock. Corridors will be 10' high and 10' wide unless otherwise indicated, and at 5' intervals the walls and ceiling will be supported by massive, though usually slightly rotten, timbers. The wooden doors will be swollen with moisture and will generally be stuck closed.

The dampness is inescapable, as are the smells of rot, mold, and swamp gas. The floor is always wet and slippery, but in some areas a thick layer of mud must be walked through. These places are indicated on the map with shading, and the DM must mention that movement is slowed to 1/2 the usual rate when the group crosses one of these areas. In some cases, which will be mentioned in the key, movement is slowed even more drastically. In addition, a slurping sound is produced when a party passes through the mud, eliminating any chance of surprising a quiet and stationary creature.

Water trickles everywhere through the tunnels, working its way down to the pumproom (**29**). This trickling should be mentioned frequently to distract the players.

Wandering monsters skulk through the tunnels of the reptile god's lair. Different wandering monster tables are given for the first and second levels of the dungeon, so be sure to consult the appropriate chart.

KEY TO DUNGEON LEVEL 1

Wandering monsters are checked for every third turn. A roll of "6" on 1d6 indicates an encounter.

Wandering Monsters, Level 1

1 Giant rats: (2-8) AC 7; MV 12"//6"; HD 1/2; hp 2; #AT 1 D 1-3 + disease
2 Giant lizard: AC 5; MV 15"; HD 3+1; hp 16; #AT 1; D 1-8 SA double damage on a "20"
3 Poison snake: AC 5; MV 15"; HD 4+2; hp 17; #AT 1; D 1-3 + poison; SA surprises on 1-4
4 Constrictor: AC 5; MV 9"; HD 6+1; hp 23; #AT 2; D 1-4/2-8 + constriction
5 Troglodytes: (1-4) AC 5; MV 12"; HD 2; hp 8; #AT 1; D 1-6 + + revulsion odor
6 Giant weasel: AC 6; MV 15"; HD 3+3; hp 18; #AT 1; D 2-12+ blood drain

1. WOODEN STAIRS:

The muddy wooden stairs are slippery. Characters who do not take special precautions (roping, etc.) must roll their dexterity or less on a d20 or slip and tumble to the bottom. Characters who fall will knock any characters in front of them down as well. The stairway descends for 60' before ending in the relatively dry room at the bottom. No damage is taken in the fall.

2. ENTRY ROOM:

Here, four human guards with spears are on duty (AC 7; MV 9"; HD 1; hp 4 each; #AT 1; D 1-6). If some characters have taken the rapid route to the bottom of the stairway, the guards automatically have initiative the first round if a fight develops. Note that their eyes are accustomed to the dim light from above—this chamber is unlit. They have no treasure.

3. CHAMBER OF THE FROGS:

The wooden door to this room is swollen from the dampness, and opening attempts are at -1 penalty.

> Beyond the door is a room almost totally filled with a murky brown pool of water. The smell of swamp gas is very strong here. A thick, slime-covered column rises from the center of the pool to support the sagging timbers of the ceiling. Across the chamber, a small, muddy shelf extends into the pool.

Hiding in the water near the center of the pool are two killer frogs (AC 8; MV 6"//12"; HD 1+4; hp 8 each; #AT 3; D 1-2/1-2/2-5). They will attack anyone stepping through the door. The pool is 3' deep throughout, with an additional 1' of mud on the bottom. Wading through it is at 1/4 the usual movement rate. There is no treasure here.

The secret door is actually a plug of dirt that fills a 3' diameter hole. It may be detected with the usual roll, allowing elves and half-elves their bonus, of course. If noticed, the "door" may be removed in two turns of diligent digging, revealing a narrow tunnel that snakes back into a room.

4. CULT TREASURE CHAMBER:

> The ceiling of this chamber is 8' above the floor. Three large chests resting upon a 5' x 5' wooden platform are raised 1' above the muddy floor in the center of the room.

This is a minor treasure room of the cult. The sides of the platform are solid, so it cannot be looked under without lifting or destroying it. The platform is hollow and empty beneath. The chests are not trapped, but are locked and bound with brass, making them virtually impossible to break into by force (-10% from a roll to *bend bars/lift gate,* allowing each player one roll.) The first chest contains 12,070 cp; the second, 4,560 sp and 450 ep; and the third, 87 ornamental stones (azurite, lapis lazuli, obsidian) worth an average of 10 gp apiece, and six semi-precious stones (onyx, zircon, and jasper), worth 25 gp apiece.

5. CAVE-IN:

The west wall of the tunnel has collapsed here, burying the supporting timbers under tons of mud. The widened cavern has a layer of mud at least 3' deep over the entire floor. Movement through this chamber is at 1/4 normal speed for humans and elves, but only 1/10 normal for dwarves and halflings.

6. BURIAL POOL:

The door, swollen from dampness, is opened at a penalty of -1.

> The pool here has been the final resting spot for many a skeleton, after the slimy creatures of the lower level have picked it clean. Two mossy columns support a low ceiling. The floor is entirely covered with clear water, sloping to a depth of 6' in the center. Dozens of skeletons are visible, and a strong smell of death and decay is in the air.

There is nothing of value here.

7. HOME OF THE GREEN SLIME:

In the center of the muddy section of this corridor a green slime (AC 9; MV 0"; HD 2; hp 7; D turns flesh to slime) awaits the unwary foot. If the party is prodding the mud before them, the chance for surprise is normal, but if the characters merely walk through the mud they will be surprised. Movement through the mud is at half normal speed. The door just beyond the pool is false.

8. HUMAN CULT MEMBERS' ROOMS:

These five rooms shelter the sixteen level 0 humans who have been assigned to serve as dungeon guards. Four of them were already met at the entrance chamber, and the other twelve will be here. Loud noises in this area will bring all of them running in 1-4 rounds. These rooms are lit by lamps and torches. Other cult members will have light sources when encountered.

8a. The door is unlocked. In this room, four female cult members (AC 7; MV 9"; HD 1-1; hp 3 each; #AT 1; D 1-6) are sitting listlessly on wooden bunks. One is sharpening a spear, and the others have similar weapons near at hand. They will attack strangers on sight. As with all of these cult members, they have no personal treasure.

8b. This door is locked. This empty room belongs to the four men on guard duty. Four bunks against the walls and a small table are the only items in here.

8c. This door is locked. The room contains four cult spearmen, asleep. (AC 9; MV 12"; HD 1; hp 4; #AT 1; D 1-6) Their shields and spears are handy, but they will not stop to put on their armor (AC 7) in an emergency. If they are attacked without being alerted, they will have no action on the first round and automatically lose initiative on the second round.

8d. This room is the same as **8c,** including four sleeping spearmen.

8e. This room has a long table with benches to either side of it. Dirty platters and several stained mugs are strewn around the tabletop. At the west end of the room is a small oven, vented through an 8" diameter hole in the ceiling. Several closed wooden boxes contain more platters, pans, mugs, several bottles of very low-grade wine, dried beans, and lard. There is nothing of interest or value here.

9. STORAGE ROOM:

The door to this room is locked. Beyond, crates, barrels, cases, and racks contain most of the dungeon's supplies. Ten spears, four daggers, and a Shortsword are protected from dampness by a rack on the wall. The crates contain dried beans, wheat flour, cornmeal, potatoes, turnips, oil, lard, and salt. Boxes of large spikes, several hammers, a pile of stout timbers, and four shovels are the building materials present. Several dozen fresh torches are stored in a barrel.

10. EMPTY POOL:

This shallow pool of clear, still water was revealed when a section of the tunnel wall caved in. Hundreds of small and apparently blind fish dart through the water, but there is nothing else of interest here.

11. WINE STORAGE:

This room is stoutly locked. When the door is tried, a little dirt will fall from the ceiling. If the door is forced, a large section of dirt will fall from the ceiling onto any characters within 10' of the door, doing 1-4 points of damage to each. The room contains 15 casks and kegs, raised off the dirt floor on wooden shelves. Most of these contain the low-grade wine and watery beer that is given to low level cult members, but four small casks are private stock for the reptile god and her higher minions. These are all full. Two contain a strong, dark beer; the others contain Velunan Fireamber and Orlane Special wines. The casks weigh 250 gp each, and are worth 100 gp (beer) and 200 gp (wine).

12a.—12b. EMPTY ROOMS:

These chambers have unlocked, but stuck doors. Each has a pile of mud in a far corner from a slowly eroding wall, but they contain nothing of value.

13. ENTRY HALL:

This lofty room has a ceiling 15' over the floor, supported by six stout columns of unadorned wood. The pool of mud in the center will reduce movement by half, but is otherwise unremarkable.

14. LIEUTENANTS' QUARTERS:

Herein dwell the reptile god's higher level human followers: two assassins, a fighter, and a cleric. These rooms are the most comfortable in the dungeon, and three of the four residents will be in them. (The fourth, a cleric, is tending to the altar of evil on the second level. More about him later...).

The outer door is heavily barred (-2 on opening rolls). If it is smashed in on the first attempt, the assassins will be in room **14a** and the fighter will be in room **14c**. If the first attempt to break the door is unsuccessful, they will have assumed defensive positions by the time the group enters. The fighter will be in the center of room **14a** and the assassins will be flanking the door.

Jarvis Inigar (F3; AC 4; hp 18; #AT 1 at +1; D d8+1; S 17, I 10, W 11, D 14, C 16, Ch 8; scale mail armor, **shield +1,** and longsword)

Blayze Gobbar (Assassin 2; AC; hp 6; #AT 1; D 1-6; S 13, I 13, W 10, D 14, C 13, Ch 6 leather armor, shield, and Shortsword.)

Benn Griff (Assassin 2; AC 7; hp 7; #AT 1 at +1; D 1d6+1; S 13, I 13, W 10, D 14, C 13, Ch 6; leather armor, shield, and **shortsword +1, +2 vs. scaly creatures)**

14a. This room contains four soft chairs and several small tables. A fire is burning in the large fireplace and a large stack of wood is next to it. A keg of Orlanean wine (about 1/4 full) is set in the corner, and two glasses are on one of the tables.

14b. Benn Griff and Blayze Gobbar share this room. It contains two beds and mattresses, two chairs, and six wall pegs. Two woolen cloaks are in here, but the room is otherwise empty.

14c. This is Jarvis Inigar's room, containing a bed, chair, and several pegs on the wall. A woolen cloak hangs from one of these, and a thick quilt covers the bed. There is nothing else in the room.

14d. This door is locked, and leads to the cleric's room. A soft bed, desk, chair, and wooden chest are the only objects in the room. The chest is hidden under the bed. A small, jade image of the reptile god (worth 75 gp) is on the desk. The chest is locked and protected by a **glyph of warding** that will **paralyze** a creature opening it for 3-18 turns. The code word to open it safely is "EXPLICITICA." Within the chest is a clerical robe of black and crimson, a mace, and a scroll with two **cure light wound** spells.

15. CROCODILE POOL:

This large room has no doors; the corridors leading to it simply end at the water's edge. While very shallow around its perimeter, the pool reaches a depth of 4' in the center. The muck on the bottom will reduce movement to 1/4 normal speed. A stagnant, musty smell is strong here. The water is relatively clear and many small fish can be seen. The more noteworthy residents of the chamber are resting on a mud shelf at the northeast end of the room. Any ripple in the water will cause them to enter the pool and swim toward the source of the movement.

3 Crocodiles: AC 5; MV 6"//12"; HD 3; hp 13 each; #AT 2; D 2-8/1-12

(Note: The crocodiles will not use their second attack unless the victim is out of the water.) They have no treasure, since any baubles dropped by previous victims might have been collected by the troglodytes that routinely clean the chamber.

15a. HIDDEN BOAT:

This small alcove hides a small boat the cult members use to cross the crocodile pool. The boat holds up to 10 characters, and the crocodiles will not attack it unless disturbed.

16. ARCHED CHAMBER:

The door to this room is unlocked, and has been scorched by the cult members with a large black "X." Within, four thick columns support the beams of an arched chamber ceiling, 25' high. A 20'wide, 20' high corridor leads from the southern side of the room.

As soon as the harpy in room **17** hears creatures enter, the evil birdwoman will attempt to work the magic of her song. All characters who save vs. Spell will be unaffected by the harpy's song for this encounter. All failing the saving throw will be **charmed** by the singing. They will approach the harpy and become bogged down in the mud of the connecting corridor. This mud is 6' deep and especially thick—any creature trying to cross it will become stuck fast about the midpoint. Outside aid, such as a ropes or poles, will be necessary to rescue stuck creatures.

Meanwhile, the harpy (AC 7; MV 6"/15"; HD 3; hp 11; #AT 3; D 1-3/1-3/1-4) will fly down the passage to attack the rest of the party. She will attempt to strike with her claws, thus **charming** any who fail a saving throw (remember elves are 90% resistant). Charmed characters will immediately stop their attacks on the harpy, but she will not take the time to direct them to actively aid her.

If the harpy's victims are not rescued, she will blind them with a dagger taken from a previous victim and take them to her den. If they are not rescued by comrades, the harpy will torture and kill her "guests" at her leisure. If a blinded victim is rescued, a **heal** or **regenerate** spell will be necessary to restore sight.

17. DEN OF THE HARPY:

The southern chamber can barely be seen from the north end of the corridor. A thief could reach it, avoiding the mud, by making two *climb sheer surface* rolls and moving laterally along the walls. One of the 20' timbers from room 9 could be brought and used as a bridge, but would require a strength (combined) of 40 to lift, and could only be carried through the dungeon at the fully encumbered movement rate (3").

This chamber is much like chamber 16, except that the four columns in the southern chamber have been connected to each other with branch-like perches, 5-10' off the floor. The harpy has collected jewelry and medallions as her prizes, and these are draped decoratively from her perches. The jewelry (necklaces, bracelets, and chains) is worth 250 gp, 100 gp (x2), 90 gp, 75 gp, and 50 gp (x4). A ruby medallion worth 800 gp and a **necklace of adaptation,** which looks like a 50 gp necklace, also hang in here. A hole in the ceiling, unreachable by climbing, leads to an exit through a hummock in the marsh.

18. LAIR OF THE GIANT WEASEL:

The watery corridor leading to this muddy den may be waded through, since it is only 2' deep. Because of the muck on the bottom, however, movement is at 1/4 the normal rate. If the weasel has not been encountered as a wandering monster, it will be found in its lair. At the sound of a group approaching, it will enter the corridor and attack.

This is the lair of the giant weasel (AC 6; MV 15"; HD 3+3; hp 14; #AT 1; D 2-12 + blood drain). Here is a torn leather pouch, as well as some rusty buckles and a tattered tunic. Buried in the mud of the chamber are 300 gp and 800 sp. A character who digs through the mud will find 10% of these each turn spent searching.

19. CORRIDOR:

This watery hall is similar in depth and effect on movement to the route to the weasel's lair. It leads to a dead end.

20. TROGLODYTE'S GUARDROOM:

This network of chambers gives access to the lower level of the dungeon, and as such a permanent guard of troglodytes has been assigned here. Each door will be barred on the side opposite the adventurers approach. They are difficult to force open (-1 penalty).

20a. The outerguardroom has two troglodytes (AC 5; MV 12"; HD 2; hp 10; #AT 1; D 1-6 + revulsion odor) within, each carrying a stone battleaxe. Three wooden benches are the only items of furniture in the room. The troglodytes will release their stench as soon as the door is hit, and one will bang on the door leading to **20b** and **20c** to alert the other four troglodytes. The latter will arrive in two rounds, and if the battle is still in progress, they will unbar the door and join the melee.

If the first two guards have been killed, or if the four hear no sound beyond the door, they will leave the bar across it and wait for the party to come through. The four late arrivals are also armed with stone axes and have 10 hp apiece.

20b. This is simply a large, empty room.

20c. This is where the guards sleep. Many fishbones are scattered around the floor, and there is a low table in the center of the room. Each troglodyte has a small leather pouch at its waist with a few coins inside. The total carried by all six is 16 gp, 20 ep, 57 sp, and 180 cp.



KEY TO DUNGEON LEVEL 2

The walls of the dungeon's lower level are irregular and winding. Timbers are still used as supports, but not necessarily at the neat 5' intervals of the first level. The trickling noise of water is more pronounced, and the smells are, if anything, worse.

Wandering monsters are checked for every third turn. A roll of "6" on 1d6 indicates an encounter.

Wandering Monsters, Level 2

1 Large spiders: (1-4) AC 8; MV 6"; HD 1+1; hp 5; #AT 1; D 1 + poison (save at +2)
2 Troglodytes: (3-6) AC 5; MV 12"; HD 2; hp 9; #AT 1; D 1-6 SA revulsion odor
3 Giant rats: (3-12) AC 7; MV 12"//6"; HD 1/2; hp 2; #AT 1 D 1-3 + cause disease
4 Zombies: (1-6) AC 8; MV 6"; HD 2; hp 9; #AT 1; D 1-8 (always attack last in melee round)
5 Ghouls: (1-4) AC 6; MV 9"; HD 2; hp 7; #AT 3; D 1-3/1-3/1-6 + paralysis (except elves)
6 Carrion Crawler: AC 3/7; MV 12"; HD 3+1; hp 16; #AT 8; D paralysis

21. MUD CAVERN:

> Two large columns support the roof in this large room, and the floor is coated with mud.

The mud slows movement by half. The stepping stones allow the party to cross the room at normal speed in single file. There is nothing else of interest here.

22. HUGE SPIDER'S LAIR:

This appears at first glance to be nothing more than an empty, dirt-walled room. The adventurer who steps in will quickly learn otherwise as he is instantly leaped upon by a huge spider (AC 6; MV 18"; HD 2+2; hp 11; #AT 1; D 1-6+poison, save at +1). The spider will surprise on a 1-5 on 1d6. There is nothing of value here.

23. SECOND TREASURE ROOM:

From the entrance, this large room appears to be filled with a pool of murky brown water. Actually, hidden around a bend in the wall is a shelf of dirt and the cult's second treasure stash. A secret door, made of wood but plastered with mud to match the wall, can be opened by prying at the edge with a sharp object such as a sword or a dagger. Within, a small boat may be found. It can carry two man-sized characters, or one character and an equivalent amount of treasure (about 2500 gp weight).

On the hidden shelf around the bend is a raised wooden platform (as in room **4**) with two medium-sized chests on it. The chests are locked. One contains a poison needle trap in the latch that will be released by any unsuccessful attempt to pick the lock unless it is successfully removed first. The poison on the needle has grown stale with time, however, so victims will save at +3. The trapped chest contains 300 pp, 600 gp, and 1000 sp. The other holds 600 ep, a 1000 gp jeweled bracelet, and 20 small gems worth 25 gp apiece.

24. CHAMBER OF THE DEAD:

The door to this room is swollen with moisture (-1 to open). There is a thick column in the center of the room and the smell of death permeates the air. Behind the pillar stands a **coffer corpse** (AC 8; MV 6"; HD 2; #AT 1; D 1-6; SD can only be damaged by magic weapons). The creature will step into view as the characters enter the room. It resembles a zombie, but is treated as a wraith on the cleric vs. undead table. It will advance on the party, claw-like hands outstretched.

Normal weapons will seem to do damage to the ghastly monster, and if it takes more than 6 hp damage in a single round it will fall to the ground. However, it will rise to its feet on the following round, and all characters seeing it must save vs. Spells or flee in panic for 2-8 rounds (2d4). When the coffer corpse scores a hit, this indicates that it has locked its hands around the victim's throat. Each following round, it will inflict 1-6 points of damage to its victim until one or the other is dead. There is no treasure in this room. The door to the north is locked and must be picked or forced.

25. CELLS OF THE DOOMED:

The door leading to the five cells is locked. A party entering here will find three cells unoccupied. The other two contain prisoners who have succeeded in saving vs. the naga's charm. They have been penned up here waiting for whatever unthinkable fate is in store for them.

The first cell contains the son and daughter of Orlane's carpenter. The second holds a prosperous merchant from Hookhill, taken with his ill-fated caravan in the Dim Forest, and a poor wife from one of the farms east of Orlane who saw her husband charmed into a life devoted to the reptile god. In addition, any prisoners taken by the cult during the course of the adventure who have resisted the naga's charm will also be found here.

The prisoners will be extremely grateful to be rescued and will tell all they know of the naga's chamber (room **37**). They will not fight, however, and none of them has seen the secret passage between rooms **27** and **37.**

26. ZOMBIE FACTORY:

This room is bare, except for five wooden benches about 3' off the floor. Here, **Garath Primo,** the naga's evil cleric, performs his sinister spells, restoring "life" to the bodies of dead humans. There are neither corpses nor zombies in the room now.

27. ALTAR OF EVIL:

The door to this room is unlocked. Garath Primo, the cleric, is aware of the defeat of his coffer corpse and is expecting visitors.

> This is a long room whose walls are covered by wooden panels. At the far end is a raised wooden dais with an altar supporting a statue of the reptile god — a snake with a human head. Next to the altar is a man dressed in clerical robes who seems to be expecting you. The shadowy human form of what might be his assistant can be seen skulking behind the statue of the reptile god.

This is the room where Garath Primo (C5; AC 4; MV 9"; hp 21; #AT 1 or spell; D 1d4+1; S 13, I 12, W 16, D 10, C 12, Ch 8) pays homage to the image of the reptile god. He wears chain mail and carries a shield and a wicked hammer with a head like that of a snake. He has a ring of keys on his belt which contains the keys for all of the doors in **24** and **25**, as well as the chests in rooms **4** and **23.**

Garath Primo's spells:

First Level: cure light wounds (x2); **detect magic; darkness; detect good**
Second Level: chant; hold person; know alignment; resist fire; snake charm
Third Level: animate dead

After the party enters the room, Garath's sinister assistant will reveal itself to be a wight (AC 5; MV 12"; HD 4+3; #AT 1; D 1-4 + energy drain; SD silver or magical weapons needed to hit). Garath will allow the wight to attack first, while he casts spells into the melee, using the **hold** first.

The naga statue is carved from stone, while the altar is made of wood. Rotating the head of the statue in either direction will cause a wooden panel in the north wall to drop through the floor, revealing a secret passage. The door is indetectable by normal searching (including elves) until the statue's head is moved.

28. GIANT CENTIPEDE COLONY:

> This open area is choked with mud.

The mud slows movement by half. Nine centipedes (AC 9; MV 15"; HD 1/4; hp 2; #AT 1; D poison, save at +4) dwell along the perimeter of this room. They will rush to attack any creature who enters the room from either end. There is no treasure here.

29. PUMPROOM:

> The passageway slants downward — small rivulets of water trickle into the darkness. Creaking and splashing noises can be heard from further along the passage.

This is the lowest room in the dungeon. Here the water that seeps and trickles through the labyrinth finally collects in a muddy pool. Five zombies (AC 8; MV 6"; HD 2; hp 9; #AT 1; D 1-8; always strike last in a round) operate a system of buckets connected to a stout rope and pulley. As the pulley turns, the buckets are dipped into the pool and filled, then lifted through a hole in the ceiling. Another pulley is concealed in a hummock in the marsh. At the top of the cycle, the buckets are tipped by a cleverly placed block of wood, emptying the water into the marsh and returning for another load.

The zombies here are very singleminded of purpose, and will not react to persons entering the room. If one of them is attacked, however, all will stop working the pulley and defend themselves.

30. MUD TRAP:

> This dank and dingy chamber contains a small chest upon a raised wooden platform.

The chest is bolted firmly to the platform and may not be moved. It appears to be locked, but any attempt to pick the lock will cause it to open. A successful attempt to *find traps* by a thief, or *detect unsafe walls/ceiling* by a gnome will reveal the trap.

When the chest, which is empty except for the trap mechanism, is opened, all the ceiling supports in the room will be released and a mass of mud will fall into the chamber from above. Characters in the room must roll their dexterity or less on a d20, or they will be struck by one of the timbers for 1 -6 points of damage. Those struck must again roll their dexterity or less on a d20. If they fail the second roll, they are trapped under the beam and will suffocate unless rescued.

Characters that are not trapped under the timbers, regardless of whether they were struck or not, have a 100% chance of escaping the room if they do so immediately. Characters trying to rescue trapped friends should be told that their chances for escape will go down the longer they remain in the chamber. Each character can make one attempt at rescue per round by rolling a d20. If the resulting number is equal to or less than the character's strength (treat 18+ as 19), they have rescued a comrade. There is no actual reduction in the chances to escape for the first two rounds, but starting with the third round, the chances go down 10% per round.

For example, a character with 15 strength sees his friend buried under a heavy timber, and attempts a rescue. Without giving actual numbers, the DM tells him that his escape chances are still good, but will go down the longer he remains in the room. The character continues, making a roll of 16 on the first round of reaction—his friend is still pinned under the timber. The second round he elects to make another attempt rolls an 8. The trapped character is freed, but neither can actually escape the chamber until the third round. They will each have a 90% chance of success, since this is the third round after the trap was sprung. (The DM may allow the player to roll his own escape dice.) The rescued character rolls a 42% and escapes to safety. The rescuer rolls a 97%, and finds a permanent tomb in the lair of the reptile god!

31. EMPTY CAVE:

> The floor of this cave is fairly dry. It is also littered with bones, and the area smells faintly of rot.

This cave is empty.

32. EMPTY CAVE:

> The walls of this cave drip and glisten with moisture, but the area is apparently empty.

If the party listens carefully they can hear trickling water and faint creaking noises (from **29**), but will not be able to determine the direction the noises are coming from. There is nothing of interest here.

33. TROGLODYTE LAIR:
A party coming from the south will smell a foul stench from this cavern well before they enter it. A party from the east will begin to smell it as they pass the northern corridor to **30**.

Both the south and east corridors leading to the cavern are guarded by a male troglodyte (AC 5; MV 12"; HD 2; hp 10 each; #AT 1; D 1 -6) at position "**t**." As the party approaches, the trogs will retreat to the southern leg of the lair and blend into the walls, where they will be joined by 5 females (AC 5; MV 12"; HD 1+1; hp 5 each; #AT 1; D 1-6). They will viciously defend their eggs and the viper eggs in **34** and **35.**

All 7 adult troglodytes will be camouflaged, surprising the party on a 1-4. To start the attack, one of the males will hurl a frail wicker cage at the party (roll to hit AC 10). If a hit is scored, the cage breaks against a member of the party, releasing a thoroughly enraged mudviper (AC 5; MV 15"; HD 4+2; #AT 1; D 1 -3 + poison) which attacks the same round. The troglodytes will charge, giving the snake a wide berth until it is dead. This attack can be very dangerous to a low level party, as the attacks are coming from many directions. The troglodytes will not pursue fleeing characters.

The major treasure store of the troglodytes is in a few leather sacks buried in the loose dirt at the northwest corner of this area. The excavation may be detected as if a secret door. The sacks contain 47 pp, 273 gp, 490 sp and 4 gems worth 350 gp, 200 gp, 110 gp, and 80 gp.

34. TROGLODYTE HATCHERY:

This chamber contains nearly 1,000 troglodyte eggs, with a few of them beginning to crack open. None of the little monsters has totally emerged from its shell yet, but obviously they will be swarming forth in a short time.

35. MUDVIPER HATCHERY:

> This room contains several thousand poisonous snake eggs, and quite a few of these have broken to reveal their squiggly contents.

The little snakes are easy to kill, but every bit as venomous as their grown relatives. Careless characters may undergo normal mudviper attacks (poison only) at the DM's discretion. Note that both troglodyte and mudviper eggs and hatchlings will die if the dungeon is flooded.

36. BONESNAPPER'S LAIR:

> This small chamber holds a savage-looking reptile that strongly resembles a miniature tyrannosaurus rex. It is chained to the north wall of the cave and looks as if it can not come closer than 5' to the south wall. Several disturbingly human bones are scattered about, and four jaw bones have been driven into the dirt walls of the chamber.

This is a **bonesnapper** (AC 4; MV 6"; HD 4; hp 20; #AT 2; D 1-8/1-4). Its jaws can deliver a vicious bite. The creature's second attack comes from its tail, which can lash around to strike a creature in front of the reptile. The chain does prevent it from approaching closer than 5' from the south wall.

Its main purpose is to snarl, growl, bellow, and otherwise create noise as creatures pass it, thus warning the naga that something approaches. It will not hesitate to attack and attempt to snack on any creatures foolish enough to step within reach of its chain.

37. THRONE ROOM OF EXPLICTICA DEFILUS:

> This huge cavern is lit by a ghostly green glow emanating from the eight columns supporting the vaulted ceiling. A rather large flatbottomed boat is set at the shore of the pool before you, and the water seems to occupy most of the cavern.

The boat can carry ten persons, and has a long pole inside which can be used to propel it at a movement rate of 3". Ramne, realizing that the end of the quest is near, will cast his **globe of invulnerability.** He will caution his comrades to stay close to him (but will not tell them why). He will tell them about the naga's **charm** ability and what he can do to counter it (**dispel**), and ask the party to tell him when to cast it — as he will be avoiding the naga's gaze as long as possible.

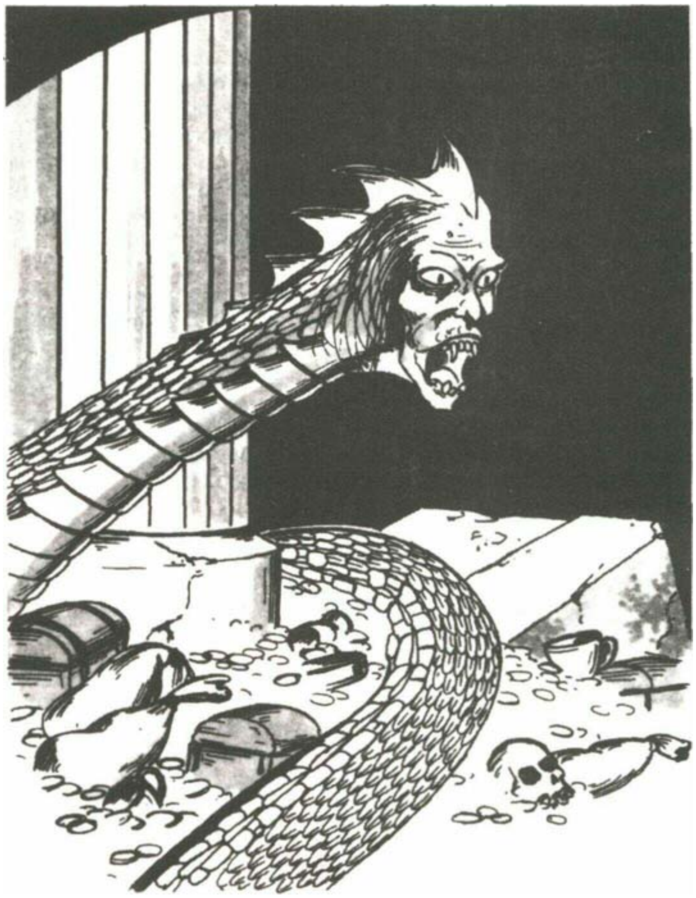
Explictica Defilus arrogantly awaits the party in her alcove. Here, the spirit naga who has proclaimed herself "reptile god" is coiled atop a collection of her favorite treasures, as well as the skulls of her most hated enemies. In addition to the permanent **charm** cast on any creature meeting her evil gaze, she can use the following and magic-user and clerical spells:

Magic User Spells

First Level: detect magic; sleep; shield; ventriloquism
Second Level: ESP; web
Third Level: fireball

Clerical Spells

First Level: detect good; darkness
Second Level: know alignment



When the party is nearing shore, Explictica will throw the **fireball** first. As the party is protected by the **globe,** this is a flashy effect only. As this will be unsuccessful, she will cast her **shield.** Realizing her magic is useless, she will await the party on shore. If Ramne still has his **lightning bolt** he will use it now. Explictica may use her **darkness** defensively, while Ramne may counter with a **light.**

Enraged at the boldness of the party, Explictica (AC 4; MV 12"; HD 9; hp 40; #AT 1; D 1-3 + poison) will try to destroy them in melee after they debark (which takes a full round). Ramne will stay in the boat, avoiding her gaze and waiting to throw his **dispel magic** if too many party members are **charmed.**

In addition to her normal attack, Explictica will meet the eyes of one party member each round unless the character is avoiding her gaze (and taking a -4 "to hit" penalty). The victim must make a save vs. Spell or be **charmed.** The naga is too arrogant to give charmed characters any orders during the fight (she has plans for them later . . .). Remember that the naga's bite is poisonous and that when Ramne casts the **dispel**, all the potions in the area must save vs. being destroyed.

One way to eliminate the naga's gaze attack is to cast a **light or continual light** on the naga's eyes. If the naga misses her save, she will be blinded, unable to use her gaze and attacking at a -4 "to hit" penalty. The DM should use this ONLY if Ramne is in immediate and extreme personal danger—it is his ace in the hole. Give the players every opportunity to come up with this one themselves, and don't use it if they don't need it.

For stronger parties (L2-L3), the DM should adjust the above sequence for balance—maybe the **lightning bolt** or **dispel** has been used, or maybe Explictica will order charmed characters to fight. Or perhaps there are a few more crocodiles or mudvipers around . . .

The precious possessions that Explictica has collected can be seen as a pile of yellow and silvery coins, with some bottles and leather items partly buried in the pile. A close examination will reveal 110 pp, 890 gp, 1302 sp, a 400 gp jeweled bracelet, a ruby ring worth 800 gp, a **bag of holding** (empty, 500 gp capacity), a pair of **elven boots**, a **horn of bubbles**, a **ring of protection +1**, a **ring of free action**, and six potions in separate bottles, one use per bottle. The potions are **gaseous form**, **invisibility**, **clairvoyance**, **philter of love** and two **healing** (these potions will have been out of the area of Ramne's **dispel**).

Two ivory scroll tubes of brilliant white are also buried in the treasure pile. Each is sealed and elaborately carved with leafy patterns. These carvings must be arranged in a pre-designed pattern to release the catch at the end of the tube, thus allowing it to be opened. By rolling his percentage to pick locks, a thief may open these. If the tubes are broken, the scrolls will explode, doing 1-8 points of damage to anyone within 10.' Intact, each scroll tube is worth 400 gp.

Each tube contains a scroll. The first, for magic-users, has three spells written on it (**slow**, **stinking cloud**, **detect magic** at L7 caster ability). The other holds three clerical spells (**heal**, **cure disease**, and **dispel magic** at L 11 caster ability).

Ramne will take the **ring of free action** and a potion as his share of magic—he is not interested in wealth. The DM may have Ramne take more if more is available per share, or the DM wishes to further limit the magic that the player characters receive. Remember that characters must often sell magic to pay for training—first level characters who survive all the adventures in this module will probably become second level.

If the naga is killed, all creatures who have been charmed by her will be freed from the enchantment. They will have vague, dreamlike memories of cult activities, but will not remember the experience as being real. This includes all humans and humanoids, no matter where they are. It should be noted that the troglodytes were not charmed to begin with, and will still consider humans as mortal enemies.

PRE-ROLLED CHARACTER LIST

Name	Class	Race	STR	INT	WIS	DEX	CON	CHA	HP
Magnus	F	Dwarf	18(60)	9	8	12	16	10	12
Kendrick	F	Human	16	8	10	16	15	12	8
Ballard	Ranger	Human	17	14	14	12	17	15	15
Maidel*	F/MU	Elf	16	17	12	17	11	14	5
Brenton	T	Human	14	14	10	17	15	10	6
Wendelain†	C	Human	12	12	17	15	15	12	7
Ruskin	F/T	Halfling	16	8	10	18	12	14	5

*Maidel's Book: **Detect Magic, Protection/Evil, Read Magic, Sleep**

† Wendelaine can take any three first level spells from the level 1 list when memorizing at the beginning of the day or when recovering spells (**DMG** p.39).

THIEVING ABILITIES	PP	OL	F/RT	MS	HIS	HN	CW	RL
Ruskin	45%	45%	30%	35%	35%	15%	70%	—
Brenton	35%	35%	20%	20%	15%	10%	85%	—

FURTHER ADVENTURES

If the party succeeds in destroying the cult, Orlane will begin to return to normal. Any characters who wish to take up residence here will find that things are still pretty lively, however.

The normalization of life within Orlane will begin with the naga's death. Of course, there will be a period of readjustment and guilt as the former cult members realize some of the things that they have done. Human nature is resilient, however, and after a month or so, the little village will have returned to its atmosphere of friendliness and optimism.

If the characters choose to remain in the village, they will be accorded the status of honored citizens. Ramne will be able to teach lower level magic users enough to advance them a level, providing of course that enough experience points have been earned. Thieves, clerics, and fighters will have to journey to Hochoch for the necessary instruction, but will be welcomed upon their return to Orlane. The usual costs for level advancement will be charged to all, of course.

The denizens of the Dim Forest will also note the destruction of the cult, for the reptile god's minions caused a number of those humanoids to withdraw deep into the woods and cease their depredations against the village. Too many goblins and more than a few ogres were captured by the cult, with most of them being used as reptile food. Now, however, that obstacle has vanished, and the formerly strong militia of Orlane is but a memory.

The rest of the Dim Forest is still mysterious and unexplored, so a creative DM may want to use this as an arena for future expeditions. The additional scenarios included here could serve as an introduction to the network of goblin tribes that lurk here. A DM should feel free to add a map or some other clue to these settings that can be used as a key for further adventures.

PRE-ROLLED CHARACTER STARTING EQUIPMENT

Magnus: Scale mail, shield, battle axe, mace, 24 gp

Kendrick: Scale mail, shield, longsword, longbow, 16 gp

Ballard: Chain mail, shield, longsword, longbow, 30 gp

Maidel: Chain mail, shield, longsword, longbow, 10 gp

Brenton: Leather armor, shortsword, dagger, darts (x4), 12 gp

Wendelaine: Scale mail, shield, mace, holy water (x4), 14 gp

Ruskin: Leather armor, shield, shortsword, shortbow, 10 gp

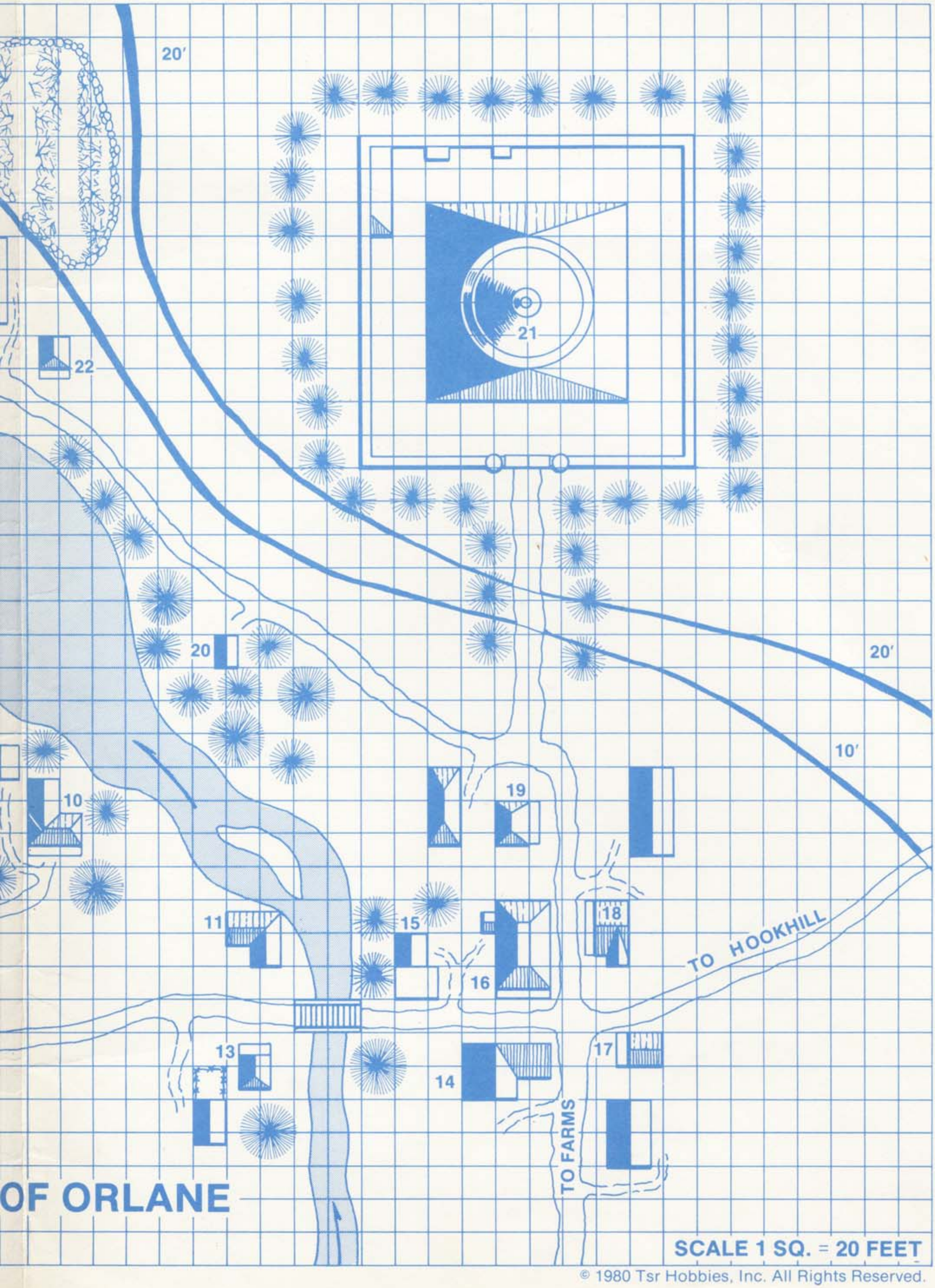
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If you have any rules questions, please write to TSR. Ask the questions so they can be answered by a "yes," "no," or short answer. You *must* include a self-addressed, stamped envelope. Write to : TSR Hobbies, Inc., PO Box 756, Lake Geneva, WI 53147, ATTN: Rules Editor.



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TO HOOKHILL
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TO FARMS
OF ORLANE
SCALE 1 SQ. = 20 FEET



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ISBN 0-88038-000-4
394-52864-6TSR0550

PRINTED IN U.S.A.